
Subject: TT TEASER! - water rendering and widescreen fix

Posted by [Crimson](#) on Tue, 14 Apr 2009 00:33:33 GMT

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Saberhawk showed me a tiny bit of the graphics improvements he's working on for TT's upcoming patch. This includes vastly improved water and scripts.dll 4.0's fix for widescreen monitors. You can click on the images to make them larger in accordance with forum rules about stretching the screen.

Before:

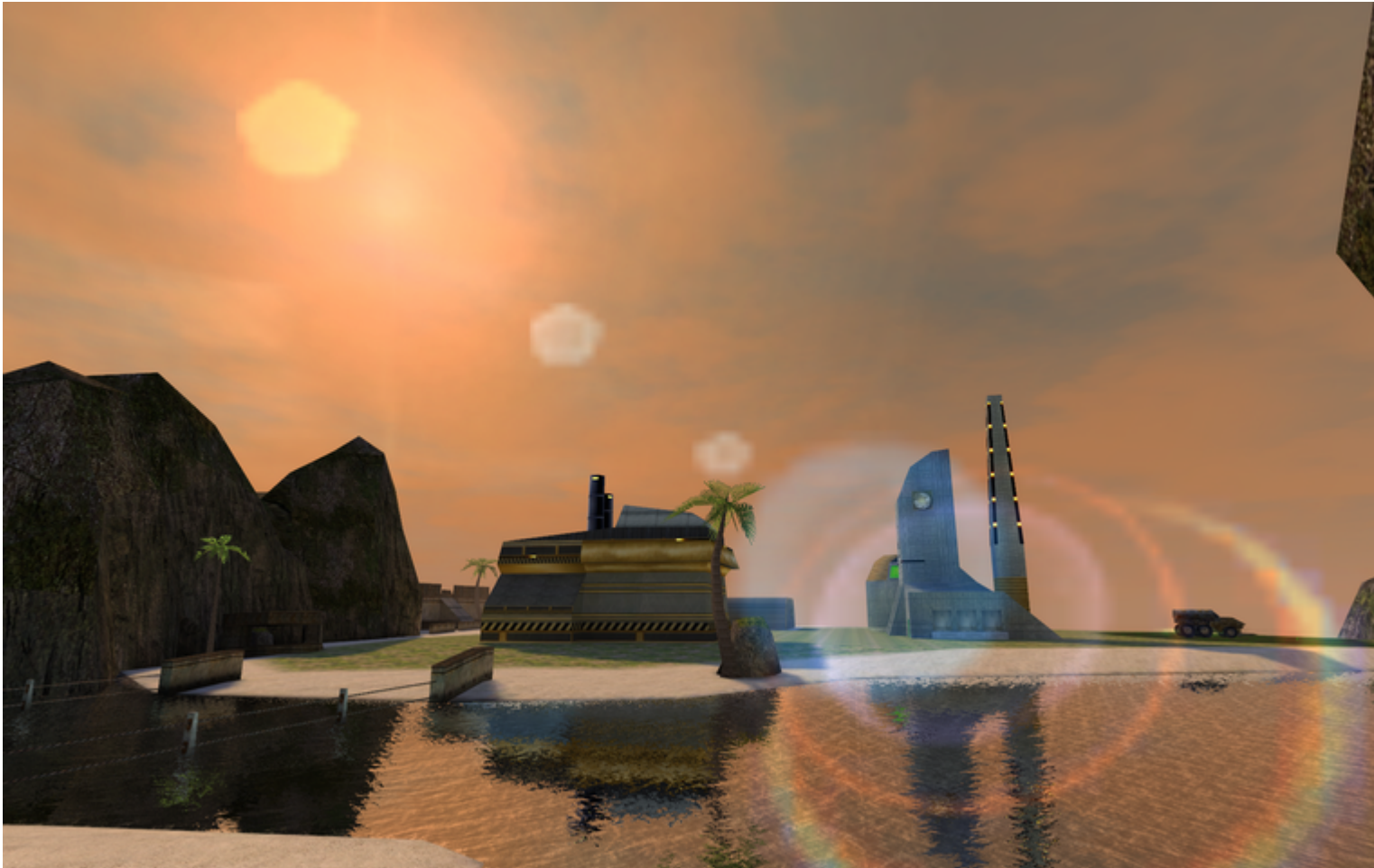
After:

File Attachments

1) [Screenshot.17.png](#), downloaded 1350 times



2) [Screenshot.17.thumb.png](#), downloaded 3755 times



3) [before.thumb.png](#), downloaded 3940 times



4) [before.png](#), downloaded 1029 times

