Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by Scrin on Tue, 14 Apr 2009 11:22:15 GMT

View Forum Message <> Reply to Message

[quote title=Saberhawk wrote on Tue, 14 April 2009 05:27] Quote:
Sadly, there isn't one specific water material that's used on every map which this shader can override. Each map needs some work in order to support this shader at all (be it in reflection only mode, or "full" mode)