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Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [Crimson](#) on Fri, 17 Apr 2009 11:35:05 GMT

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We're working on some other updates for you. I just wanted to get something out there for you guys. Unfortunately I can't show you a screen shot of anti-cheat stuff, but whenever the team shares something that you can see and appreciate, I'll share it.

Many of you guys don't understand what a massive undertaking this is. Many parts of the engine are being recoded from scratch. We think it's important not to lose the "look and feel" of the classic Renegade we know and love. Subtle things like the distances between buildings, placement of certain structures used for cover. We don't want to lose those things. We just want to make the current game work better, with as few bugs as possible. (Hopefully no bugs, but that could very well be a pipe dream)

We are trying to achieve the perfect compromise between those who oppose change and those who don't and make you both happy.

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