
Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by [mrŁŠÄ-z](#) on Sun, 19 Apr 2009 10:58:07 GMT
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Maybe he can edit his shads, look my Bloom dropped 110 FPS to 10 FPS.

Now my bloom only takes 10 FPS so, good luck SaberHawk
