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Subject: Re: beta test TT patch

Posted by [EvilWhiteDragon](#) on Sat, 05 Dec 2009 12:01:09 GMT

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GEORGE ZIMMER wrote on Sat, 05 December 2009 00:13 Because water reflection is the only thing they've shown.

Yep, the other changes certainly are always described perfectly with screenshots, therefore if there's no screenshots of them, they must not exist.

Indeed, it's hard to screenshot having no blue hell bug, or being able to always access PT's even if something went wrong with joining and rejoining.

There is rather little visible change, hell, there isn't even a lot of gameplay change, it's just improved in terms of efficiency and much less annoying bugs.

Hell, even the netcode should be more efficient so less lag prone, but those are all things that you just can't capture in a picture and even in a vid it would be hard.

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