

Ryzom - Bug # 200

Status:	Closed	Priority:	Low
Author:	kervalva	Category:	NeL: General
Created:	11/27/2008	Assignee:	kervalva
Updated:	09/30/2010	Due date:	
Subject:	Shadows are not rendered correctly in d3d		
Description	Shadows seems to use a bad direction and position with direct 3d driver.		

History

#1 - 12/06/2008 06:22 pm - kervalva

- Priority changed from High to Low

Can't reproduce it anymore

#2 - 01/08/2009 11:48 am - kervalva

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r718.

#3 - 01/08/2009 11:49 am - kervalva

- Assignee set to kervalva

#4 - 02/11/2009 10:24 am - kervalva

- Status changed from Resolved to Closed

#5 - 09/29/2010 09:26 pm - kervalva

- Project changed from NeL to Ryzom

- Category deleted (3d - Direct3D)

- Target version deleted (Version 0.7.0)

#6 - 09/30/2010 11:40 am - kervalva

- Category set to NeL: General

- Target version set to Version 0.7.0