

## Ryzom - Bug # 200

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	11/27/2008	<b>Assignee:</b>	kervalva
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Shadows are not rendered correctly in d3d		
<b>Description</b>	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