

## ET: Legacy Development - Bug #1069

### Brightness changing multiple times while loading map

07.01.2018 19:17 - yks

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	General		
<b>Target version:</b>	2.78		
<b>OS:</b>	Windows	<b>Arch:</b>	
<b>Description</b>			
When one connects to server and game starts to load a map, the brightness/gamma of the screen changes multiple times while loading. Brightness returns to normal when loading is complete and player is in game as spectator.			

#### History

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**#1 - 25.01.2018 21:40 - IR4T4**

- Target version set to 2.76

**#2 - 01.03.2018 16:12 - thunder**

belive this just have todo with gamma init and building stuff as glsl and precompute lightning and stuff

**#3 - 18.04.2018 11:11 - IR4T4**

- Target version changed from 2.76 to 2.78