

## ET: Legacy Development - Bug #1094

### renderer2: Debris too big

21.05.2018 20:25 - thunder

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Low	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> renderer2	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> as title says, debris when shooting stuff is too big	

#### History

##### #1 - 22.05.2018 15:01 - IR4T4

- Priority changed from Normal to Low
- Target version changed from 2.78 to renderer2

##### #2 - 14.08.2018 11:15 - IR4T4

- Subject changed from Debris too big to renderer2: Debris too big

#### Files

etlegacy-2018-05-21-173857-oasis.jpg	276 KB	21.05.2018	thunder
etlegacy-2018-05-21-173858-oasis.jpg	284 KB	21.05.2018	thunder