

## ET: Legacy Development - Bug #1097

### r\_overDarkeningFactor doesnt seem to be in use anywhere

16.07.2018 15:39 - thunder

<b>Status:</b> Fixed	<b>% Done:</b> 100%
<b>Priority:</b> Normal	<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>	

#### Associated revisions

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##### Revision 126e9f3c - 16.07.2018 22:36 - IR4T4

renderer2: comment unused cvar r\_overDarkeningFactor (exponential shadow mapping) fixes #1097

#### History

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##### #1 - 16.07.2018 22:41 - IR4T4

- Status changed from New to Fixed
- % Done changed from 0 to 100

Applied in changeset commit:126e9f3c1deb24bac47fceeddd01974f521612b9.