

# Ring Shadow

This component allows you to cast shadows from rings.

## Light

This allows you to set which light the shadow will be cast from.

## Texture

This allows you to set the ring shadow texture. The left side of the texture will be placed on the inner edge of the shadow ring.

NOTE: Please read the 'Creating Shadow Textures' tutorial documentation to learn how to create these textures.

## Ring

This allows you to set the ring from which the Inner and Outer Radius settings will be copied.

## Inner Radius

This allows you to set the inner radius of the shadow ring.

## Outer Radius

This allows you to set the outer radius of the shadow ring.