

## Doomsday Engine - Bug #953

### Halos on mobs in the void visible from within the map

2011-02-23 17:17 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2011-02-23
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.9	
<b>Description</b> In Memento Mori 2 MAP03 at [X=-95, Y=788, Z=96] two halos which are attached to the lamps out in the void can be seen through the walls. Ideally mobs in the void should not receive dynamic lights at all.	
<b>Labels:</b> Graphics	

#### History

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#1 - 2011-02-12 15:38 - danij

Fixed for 1.9.9 unstable build 546