

## VRSpace.org - Bug #41

### existing lights not removed when entering a world

02/08/2021 11:53 AM - Josip Almasi

<b>Status:</b>	Closed	<b>Start date:</b>	02/08/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
light(s) from LogoRoom remain			

#### History

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#1 - 03/29/2021 02:35 PM - Josip Almasi

- Status changed from New to Closed

disposing properly on world enter