

# Get rid of mysterious light leaks, tutorial

At last i figured it out!

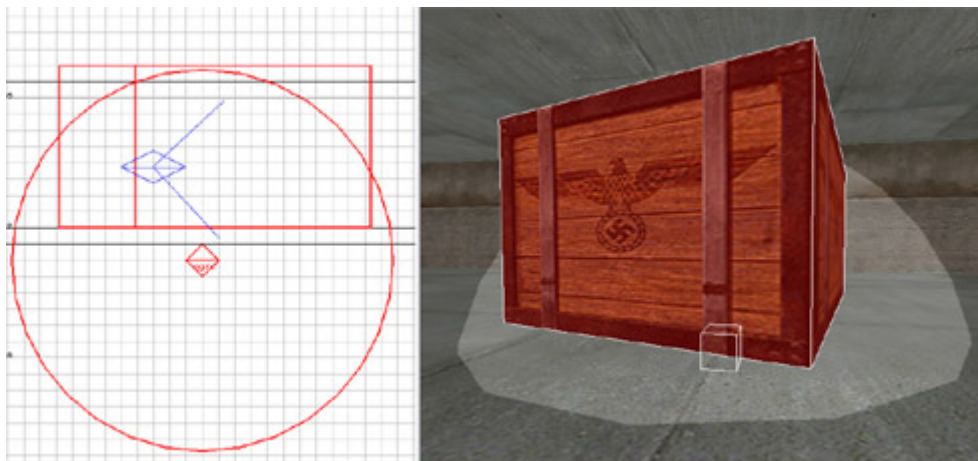
I very often got a lot of warnings like this:

- **WARNING: Entity 445 of type 'light' leaked**

All I found on the net about leaks said the same: Your map is not "water tight", and a lot of other pointers on how to produce a map that did not leak...

Well my map did not leak (I know... thats what we allways say... it must be a hardware error :-))! It did not! It was tight as a submarine! So when i started investigating the warning, I found a common factor for all these warnings... they were **near** under a **common/caulk** texture!

**BUT;** There was a brush in the way! The problem occurred in this scenario:



- There is a floor/ceiling brush, 8 units thick, textured on both floor and ceiling side.
- Directly under the floor/ceiling brush is a light entity.
- Directly over the floor/ceiling brush is a box textured with some nice "boxy brushes".  
**BUT;** the texture against the floor is a **common/caulk** texture. This makes sense because it should never be seen...

This is not a situation where I would expect a leak... but apparently the compiler sees the light as ( at least ) 8 units bigger than the box shown in Radiant, and therefore it leaks over the floor/ceiling brush and into the **common/caulk** texture. And if this is true, it really IS a leak... it's just not an obvious error to detect.

Solutions:

- Move the light and/or the common/caulk textured brush so that the light is not directly under the common/caulk textured brush...or...
- Move the light downwards...or...
- Texture the face with the common/caulk texture with something less leaky.

Hope this helped, I practically scratched my scalp into a pulp because of this :-).