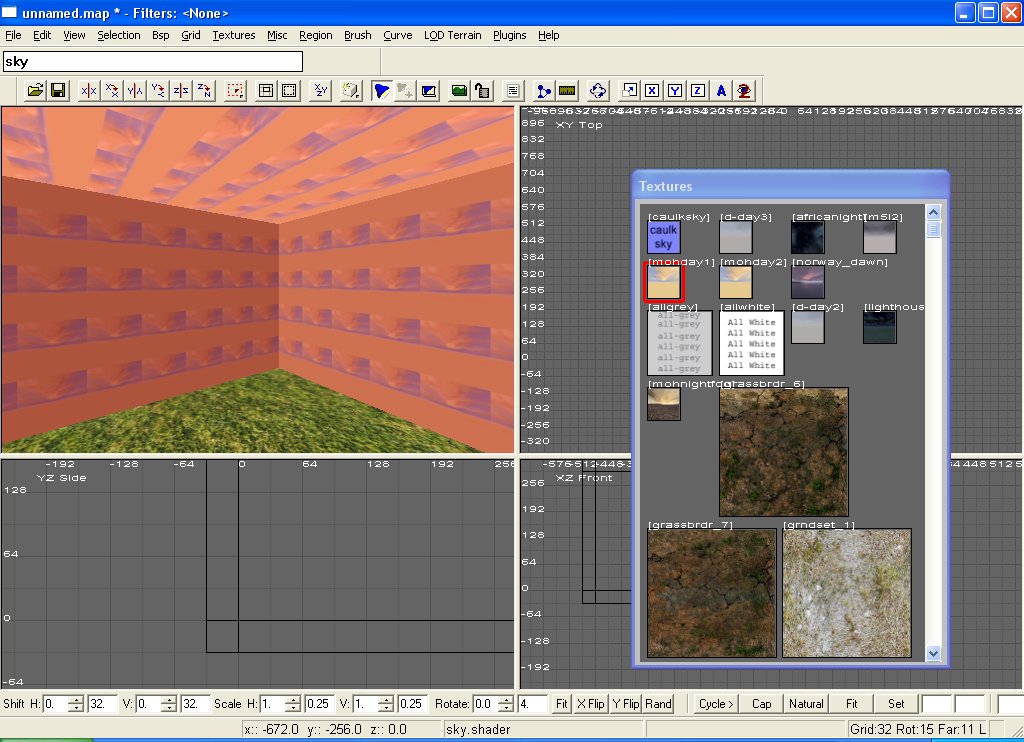
Sunlight / Skys :: [Surgeon](mailto:surgeon@planetmedalofhonor.com)   
-------------------------------------------------------------------------------

This tutorial is going to introduce you to the concept of outdoor lighting. In MoHAA's large levels its impossible to light the entire map using light entities. For this reason it is possible to create a "sun" for your map.

To start of with create a box (textured with the caulk texture) around this and hollow it (normally I wouldn't recommend using hollow, but this is just for demonstration purposes. Select the floor face and give it a nice grassy texture.

Select the remaining 5 inside faces of the box (ctrl + shift + left click) and then select a suitable sky texture (type sky in the white box in the top left corner of MoHRad and some sky textures will appear in the texture window). Then deselect everything.



Hit the n key to bring up the entity properties. The main window should show worldspawn selected. Then enter the following values:

suncolor 70 70 70  
sundirection -45 90 0  
sunflarename sun

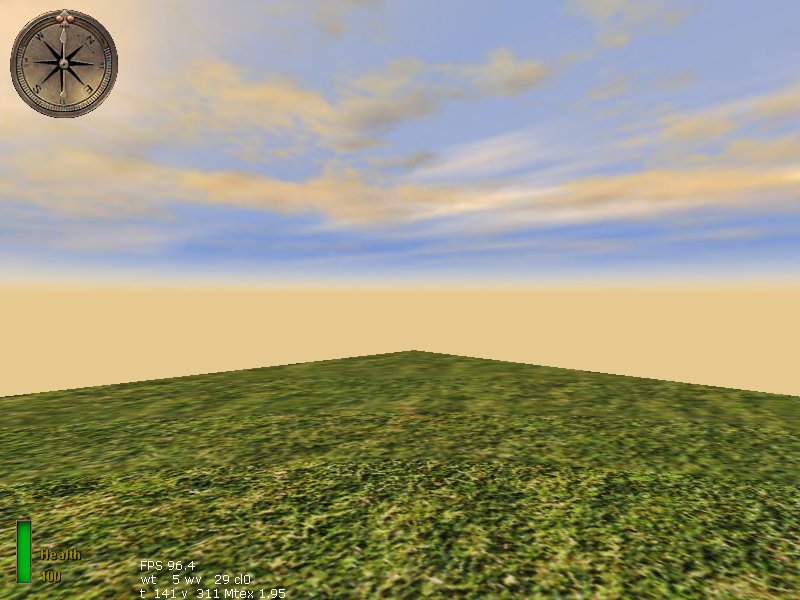
Suncolor, is the actual sunlight. The 3 numbers are the % value of red light, green light, and blue light. The higher the numbers are, the brighter the sunshine is.  
  
Sundirection is the direction in which the sunshine comes from. This is usseful when it comes to creating shadows. The first 2 numbers are angles, whilst the 3rd doesn't seem to do anything.  
  
Sunflarename - simply adds a nice flare effect when the players look at the sun.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sunlight/image2.jpg |

Another useful lighting method is ambient light. It lights all your maps models and can be used to raise the light in areas of darkness. It does effect the entire map:

ambientlight 20 20 20 is a good one to use.

After entering all these values, inset an infoplayerstart, save your map, compile it and enjoy the beat of the sun on your face and the lovely view of a sky.



Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)