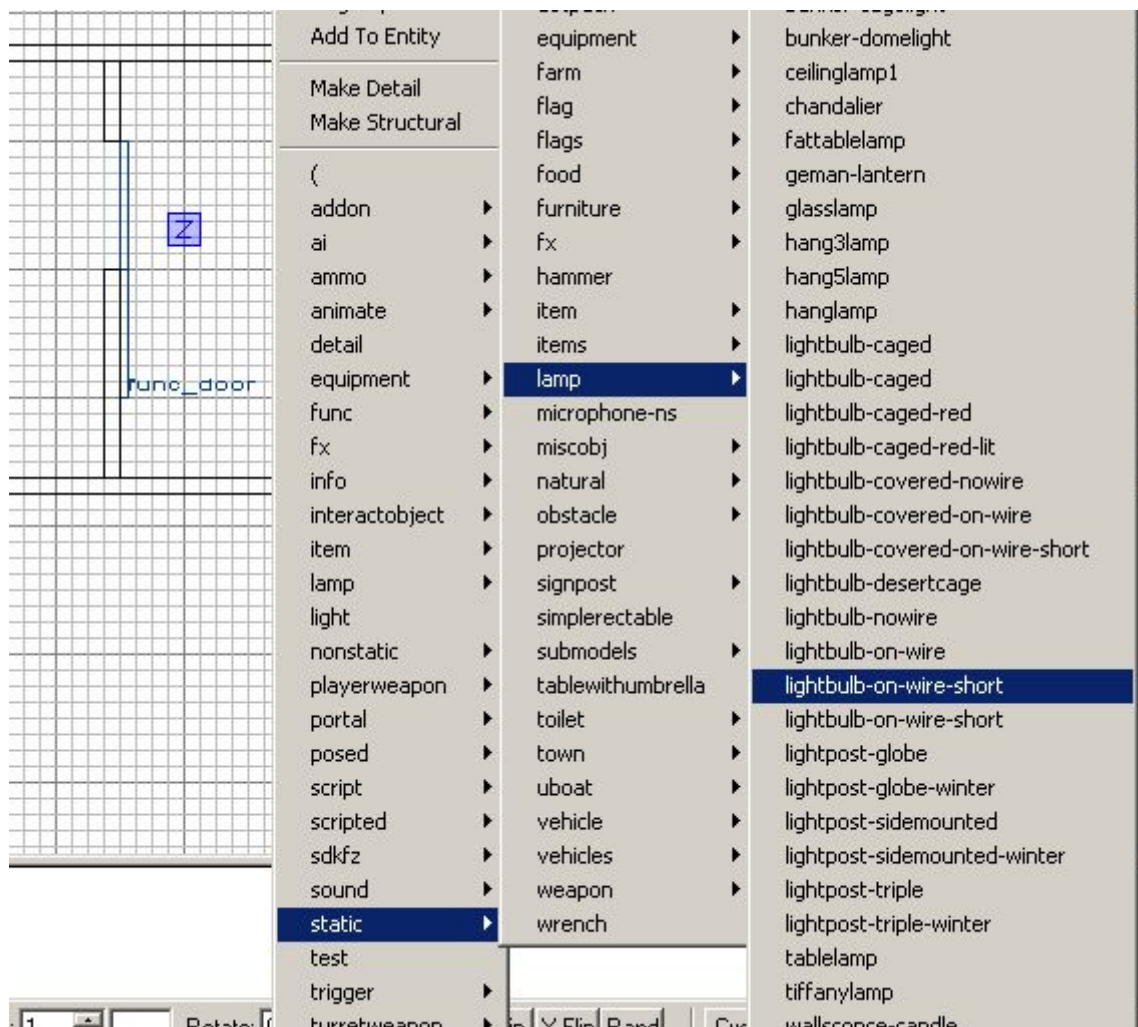
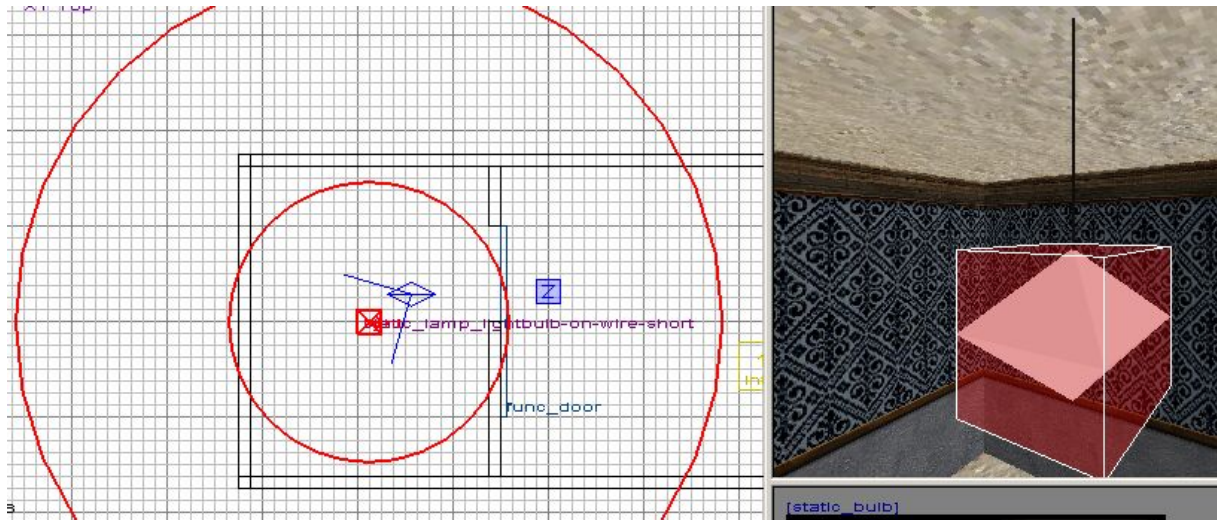


Lighting up your map

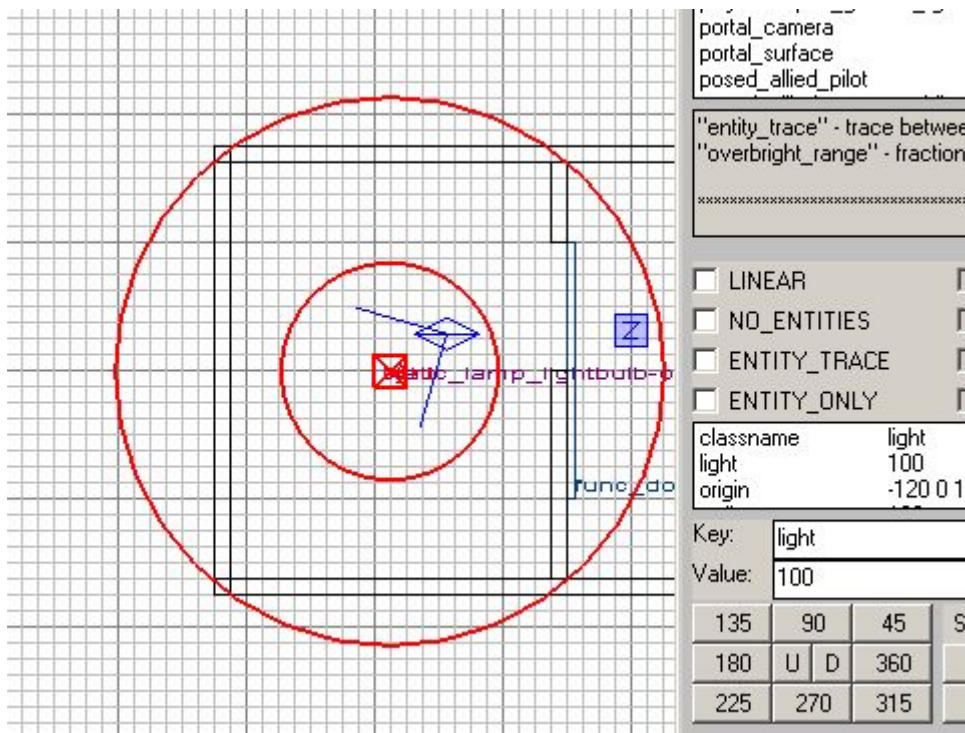
What kind of map are you making? is it a small town or a completely enclosed area?, chances are you will need some light, we have already added a basic light and some ambient light, the difference is that ambient light affects the whole map and determines whether it is morning, noon or night, whereas "lights" only affect the area they are in. Lights add mood, or can highlight an area you want to emphasise. And if your map is set at night or twilight the need is obvious.

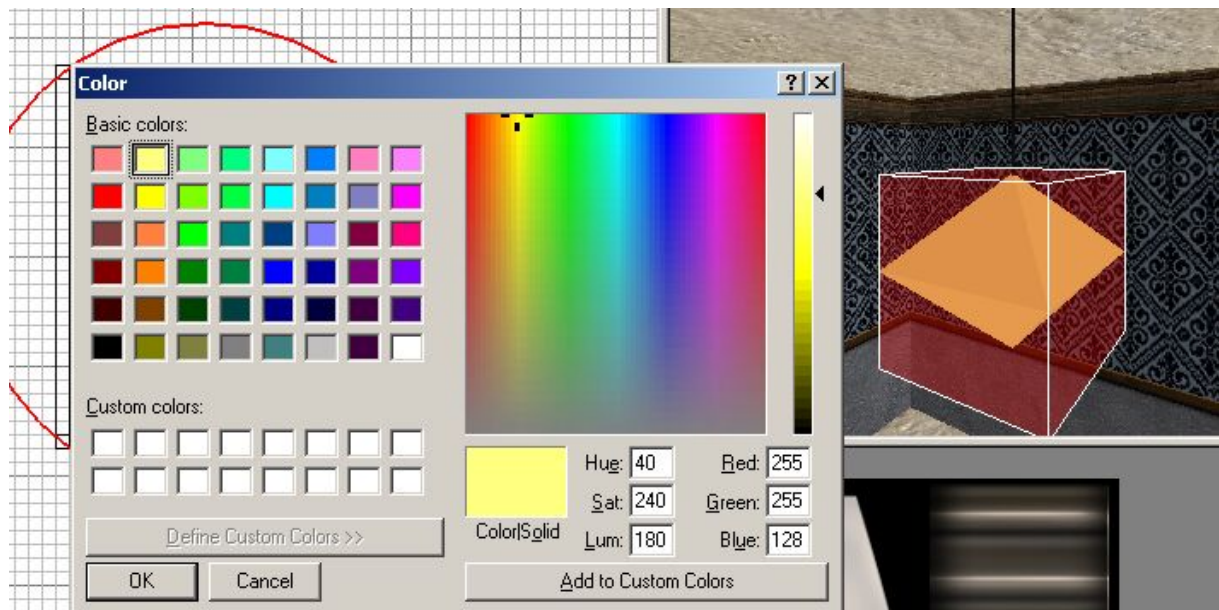
Light looks better if it has something to come from, like a lamp or a hanging bulb, so find where you want your light and r-click, select; static-lamp-lightbulb-on-wire-short, and hang it from the ceiling, now r-click again and add a light, put it on the bulb.





As you can see mine is surrounded by those big red circles, which is the radius of the light, but big really isn't it. So hit N to bring up the entity properties, type light into the KEY and set a radius in the VALUE, the default is 300, as you can see I have set that to 100 and it seems to be a better fit. Try to make the light fit the room, if it's a desk lamp it needs to be smaller still. To change the colour, get rid of the entity properties box and with the light still selected hit K, now choose the colour you want, as you can see I have gone for a nice yellow....no reason





You can add a corona by finding Static-corona-util, this makes the light source glow, change its size with the “scale” KEY. Default is 1.0 This is what it looks like, I have got the corona lower than the light just so you can see it, normally you would have it in the light,



I found this [Excel](#) spreadsheet somewhere on the net with all the worldspawn values of all the stock maps, very handy reference, if it is your work thank you.