

Lights

What we are going to do:

Going to add a light

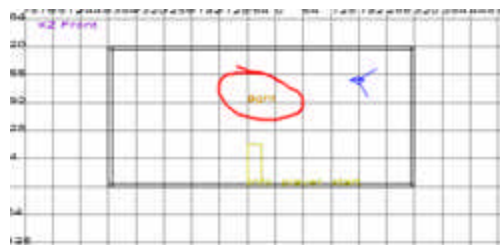
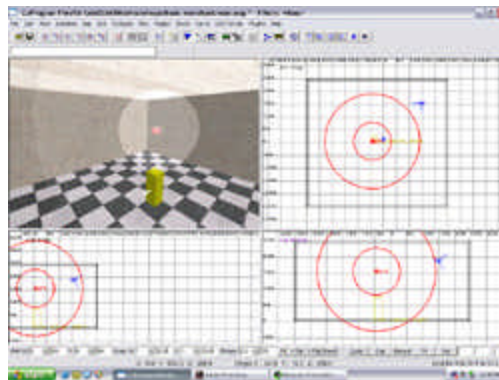
Get Going!

If you were to test your map right now, it would be pretty dark! hahaha! so lets add some light

Right click in the top view and a drop down menu will appear, just select "Light"



Then a big red ball will appear, center it in your map, by just left-click-hold and dragging it around. Then hit "esc" to deselect it!!



((here is the light deselected and in the front view))

Now Save it as "Test" or what ever you want.

Thats all for Lights! Now onto Doors! WWWOOO HOOOO!!!

Or [Compile and Test](#)!!!!!!



