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| **Ambient Light** |
| **What we are going to do:** |
| Ambient Light is really nice. It lights up your whole map and you will not have to use 1000 little lights. So Lets get started! |
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| **Get Going!** |
| Make any size room, mine is 512x512x256, hollow it out and put a texture.  Now hit "N" and make sure you are in the "worldspawn" it should be the last one on the list on the top:  And put these values in:  ambientlight / 60 60 60    Great, there you go, you are done!  http://web.archive.org/web/20040107082633im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |