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| **Sun Flares/Sun** |
| **What we are going to do:** |
| Going to add a sun flare, and also the sun to light up your whole map! |
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| **Get Going!** |
| Okay, make a biiig room, hallow it out and they apply the "Caulk" texture to it!  http://web.archive.org/web/20051018083229/http://users.1st.net/kimberly/Tutorial/sun/caulk.jpg  Now deselect everything and just highlight the top of your ground, hold "CTRL+Shift" and left click. Then apply any ground texture you want:  http://web.archive.org/web/20051031035653/http://users.1st.net/kimberly/Tutorial/sun/groundt.jpg  Now deselect and and then select the walls and the roof, just like you selected the ground, by holding "CTRL+Shift" and left clicking.  Now apply this texture, "sky" "[mohday1]" good! Should look like this:  http://web.archive.org/web/20051018100824/http://users.1st.net/kimberly/Tutorial/sun/sky.jpg  Do not worry about the texture, it will turn out beautiful!  Okay, now thta we have that done, let us make our sun flare and sky.  Now DESELECT ABSOLUTLY EVERYTHING! and hit "n" to bring up the console, make sure you are in the "worldspawn", if not you can select it from the top, it is the very last one!  http://web.archive.org/web/20040630052700/http://users.1st.net/kimberly/Tutorial/sun/ws.jpg  Now put these key values:  Key: suncolor 60 60 60 Key: sundirection -60 90 0 Key: sunflarename sun  So it should look like this!  http://web.archive.org/web/20040107065855im_/http:/users.1st.net/kimberly/Tutorial/sun/t/values.jpg  Then put in a player start and compile and vualla there you go!  http://web.archive.org/web/20051018101046/http://users.1st.net/kimberly/Tutorial/sun/done.jpg  http://web.archive.org/web/20040107065855im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg (((I used diff sky texture in this download))) |