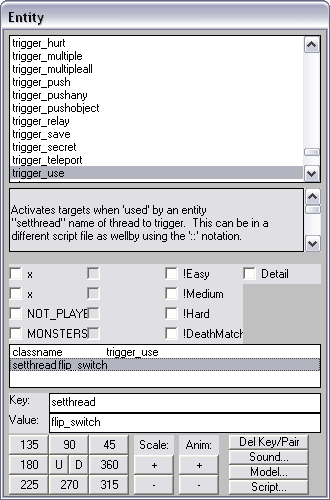
**How to set parameters on entities, tutorial**

**First**: you can't set parameters on brushes, if you try to: they will end up in the "worldspawn" entity ( where you configure things like fog and sunlight levels ).

To set parameters on an enity ( like a **script\_object** or a **func\_rotatingdoor** ) you select the object ( or objects ) and press 'N' on your keyboard ( Or select: "View -> Toggle -> Entity view" from the menu ) to pop up a dialog named "Entity".



**Now**: in the box beneth the checkboxes are all parameters currently set on the entity ( execpt the **classname**, that is just the name of the class that the entity belongs to ). If you just created the entity it will only contain its classname.

**OK**: lets set the commonly used **targetname** parameter to **my\_first\_entity**... just below the box with the parameters there are two textboxes labeld "Key" and "Value". Write **targetname**in the "Key:" textbox, and **my\_first\_entity** in the "Value" textbox and press enter with the cursor is still in the "Value" textbox.

If all went well, you should now have the **targetname / my\_first\_entity** parameter in the box at this stage.

**Congratulations!**

- [Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)