

# Getting Started With Radiant

## (By: Crunch)

This post is designed to offer tips for beginners. Just a few little things that may be overlooked in some tutorials.

**How do I re-select a brush once I have de-selected it?**

In either 2D or 3D view (I prefer 3D), **shift + Left Click** on the brush you wish to select.

**How do I select one side of a brush for texturing?**

Simply **ctrl + shift + L** click on the brush face in 3d view.

**How do I put in a Spawn point?**

**Right click** in the 2D view, and choose **info--->player--->start**. No matter what map type you have, you need **1 info--->player--->start**.

For a Free-For-All (DM) you would also need several **info--->player---> deathmatch**

For a Team/Objective match, you would also need several **info--->player---Allied** and **info--->player--->Axis**

**How do I add a light?**

Add a light by **Right clicking** in 2D view, and choosing **light**. You can adjust the radius of this light with **alt + [** to shrink it, and **alt + ]** to enlarge it.

There will be more to come when I can document some things....

Kill Ya Later!