

ExposureArea EditMode

This creates ExposureArea objects. The edit mode window can set that will be used by every new exposure area.



More on ExposureAreas [here](#)

From:
<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:
https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/exposurearea_editmode?rev=1352044030

Last update: **2012/11/04 15:47**

