

Level Settings window

This window holds settings for the level, such as global fog and skybox.

Skybox settings



- **Active:** will enable or disable the skybox.
- **Color:** if no texture is set, the skybox will use a flat color defined here.
- **Texture:** loads a cubemap texture to be used as skybox.

Global Fog settings



- **Active:** enables or disables the global fog.
- **Culling:** sets if the fog should cull objects that are behind the 'End' distance.
- **Start:** sets the distance to the camera where the color fading should start.
- **End:** sets the distance to the camera where the color fading should be fully done.
- **Falloff Exp:** sets the attenuation factor that will be used for the fading.
- **Color:** color for the fog.

Decal tools



- **Global Max Triangles Per Decal:** this here will set how many triangles decal meshes will have unless individually tweaked.
- **Reset Created Decals:** this will reset all created decals to use the above value.

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

Permanent link:
https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/level_settings_window?rev=1341393530

Last update: **2012/07/04 10:18**

