

# 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.

## Decals



- **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.

## Directional light



- **Active:** will toggle the directional light for the level.
- **Direction:** 3D vector indicating where the light will point at.
  - **Get from camera:** copies the direction from the viewport camera.
- **Diffuse:** the diffuse color for the light.
- **Sky color:**
- **Ground color:**
- **Brightness:** brightness for the light.
- **Cast shadows:** if the light should cast shadows.
- **Shadow map bias mul:**
- **Shadow map slope scale bias mul:**
- **Shadow caster distance:**

- **Auto shadow slice settings:**

## Env Particles



- **Active:** will toggle the environmental particles.
- **Color:** the particles will be tinted with this.
- **Diffuse:** the diffuse color for the light.
- **Sky color:**
- **Ground color:**
- **Brightness:** brightness for the light.
- **Cast shadows:** if the light should cast shadows.
- **Shadow map bias mul:**
- **Shadow map slope scale bias mul:**
- **Shadow caster distance:**
- **Auto shadow slice settings:**

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