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

The inputs in this tab control the parameters for the environment particles in the level. These parameters are explained in depth here:

- **Active**: will toggle the environmental particles.
- **Color**: the particles will be tinted with this.
- **Brightness**: how bright the above color will show.
- **Box Size**:
- **Box Distance**:
- **Num Particles**: brightness for the light.
- **Particle Size**: if the light should cast shadows.
- **SubDivs**:
- **Affected by light**:
- **Texture**:
- **Num of iterations**:
- **Gravity Velocity**:
- **Random amount**:
- **Wind Velocity**:
- **Wind Speed Random amount**:
- **Rotate Velocity**:
- **Random amount**:
- **Fade In**:
- **Fade Out**:

PostEffects

ToneMapping

- **MiddleGrey**: A real value that sets what should be considered the middle grey value.
- **Exposure**: The total light that is allowed through the camera, increasing this value makes the image brighter. In the range of -10 to +10.
- **WhitePoint**: A real value that sets which value that should be considered the brightest.

ColorGrading

- **Color Grading texture**: 3D dds texture file defining the color grading map.

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

Permanent link:
https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/level_settings_window?rev=1352123111

Last update: **2012/11/05 13:45**