

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:** objects will reflect shades of this color on their upper side.
- **Ground color:** objects will reflect shades of this color on their lower side.
- **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:**

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:
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Last update: **2012/11/23 12:38**

