LightMask EditMode

LightMasks are defined volumes in the map that confine lights that are connected to them.

As of now, only Box LightMasks are available.

To create a box, there are two ways:

- A single click on the grid will create a 1x1x1 sized lightmask box.
- Clicking an dragging on the grid will define a rectangle as base, releasing and clicking again will define a height for the box.

More on LightMasks here.