

# LightMasks

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

## General Parameters

- **Name:** Name for the lightmask.
- **Position:** 3D Vector storing the position in world.
- **Connect lights:** pressing this button will allow you to select the lights you desire to mask.
  - **Connected lights:** the names of the connected lights will show in this list.
- (Only for box)**Size:** Size of the lightmask box.

From:

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

Permanent link:

[https://wiki.frictionalgames.com/hpl3/tools/maineditors/level\\_editor/lightmasks](https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/lightmasks)

Last update: **2012/12/07 15:52**

