

LightMasks

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://oldwiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://oldwiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/lightmasks?rev=1352059042

Last update: **2012/11/04 19:57**

