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.

Decal tools

- **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.

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