

# FogArea EditMode

FogAreas are bounding boxes that apply a fog effect inside their limits.

The creation window consists only of an input to select the fog color the area will be created with.

To create an area, just click anywhere on the grid, and a 1x1x1 FogArea should appear.

More on FogAreas [here](#).

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

Permanent link:  
[https://wiki.frictionalgames.com/hpl3/tools/maineditors/level\\_editor/fogarea\\_editmode](https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/fogarea_editmode)

Last update: **2012/07/03 15:21**

