

Knowing how turn lights on and off in your level can add to the action. Strategic placement of lights in the game can be used to lead the player to the right or wrong direction. This is how to make a light “toggle”!

1. First create a simple room using the Red Builder Brush. Make the room big enough for the player to move around, say X = 1024, Y = 1024 and Z = 256. Be sure to set the “Hollow” button!
2. Place a light inside the room (click floor, hold left mouse button down and press “L” on your keyboard)
3. Right click on the light and convert to “PointLightToggleable”.

