

Generating a .LED File

LED

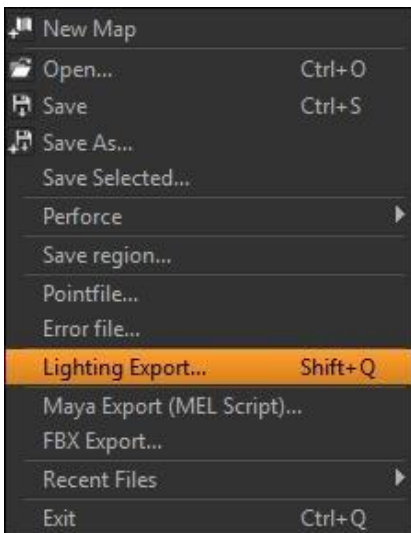
Lighting entities have been moved out of the BSPs for faster iterations and workflow.

When do you need to make a new LED? When Geo changes, or if Lighting has changed.

In Radiant

To Generate an .LED file:

In radiant you need to be in the top map, and file > Lighting Export.

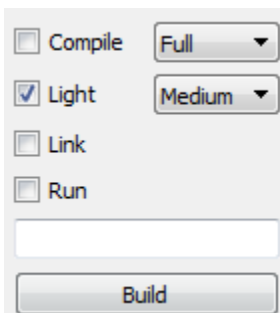


Leave both boxes checked and hit ok

Then relink in launcher and run the map.

In Launcher

Check the **Light** box in the options above Build. You can choose the lighting quality in the drop down next to **Light**.



Click **Build** and your .LED will be generated. Now you can relink and run the map.