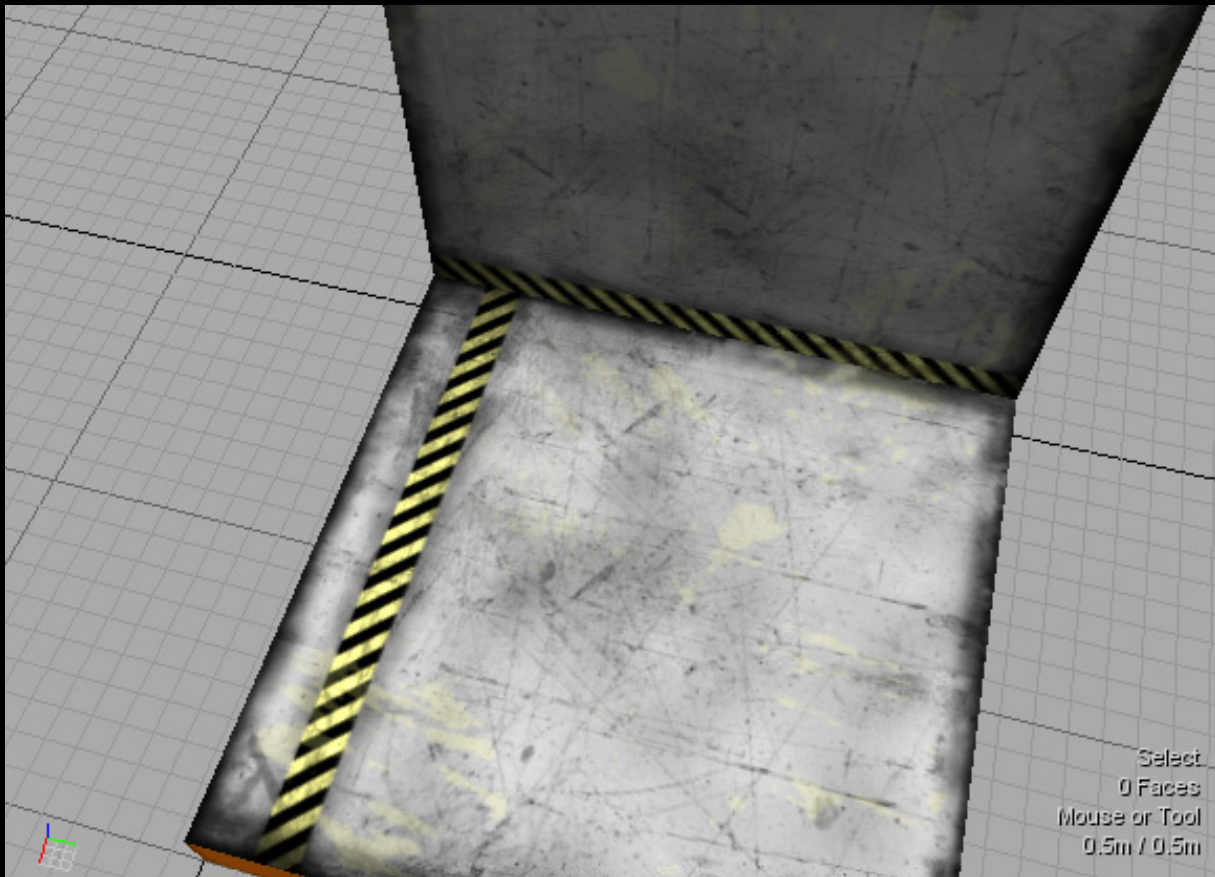


## How to make a spotlight.

The light.

Get the texture here.

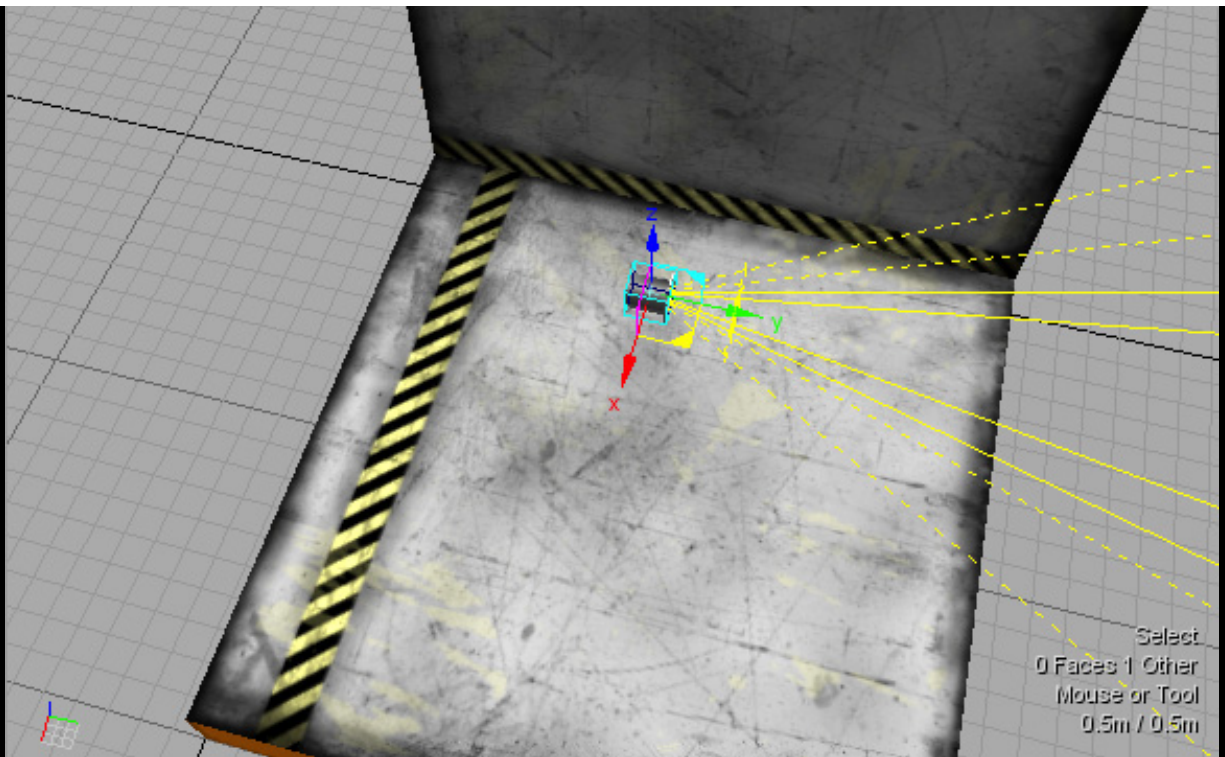
I will be using some of my own textures to demonstrate how to use a spotlight. Open the document you want to light.



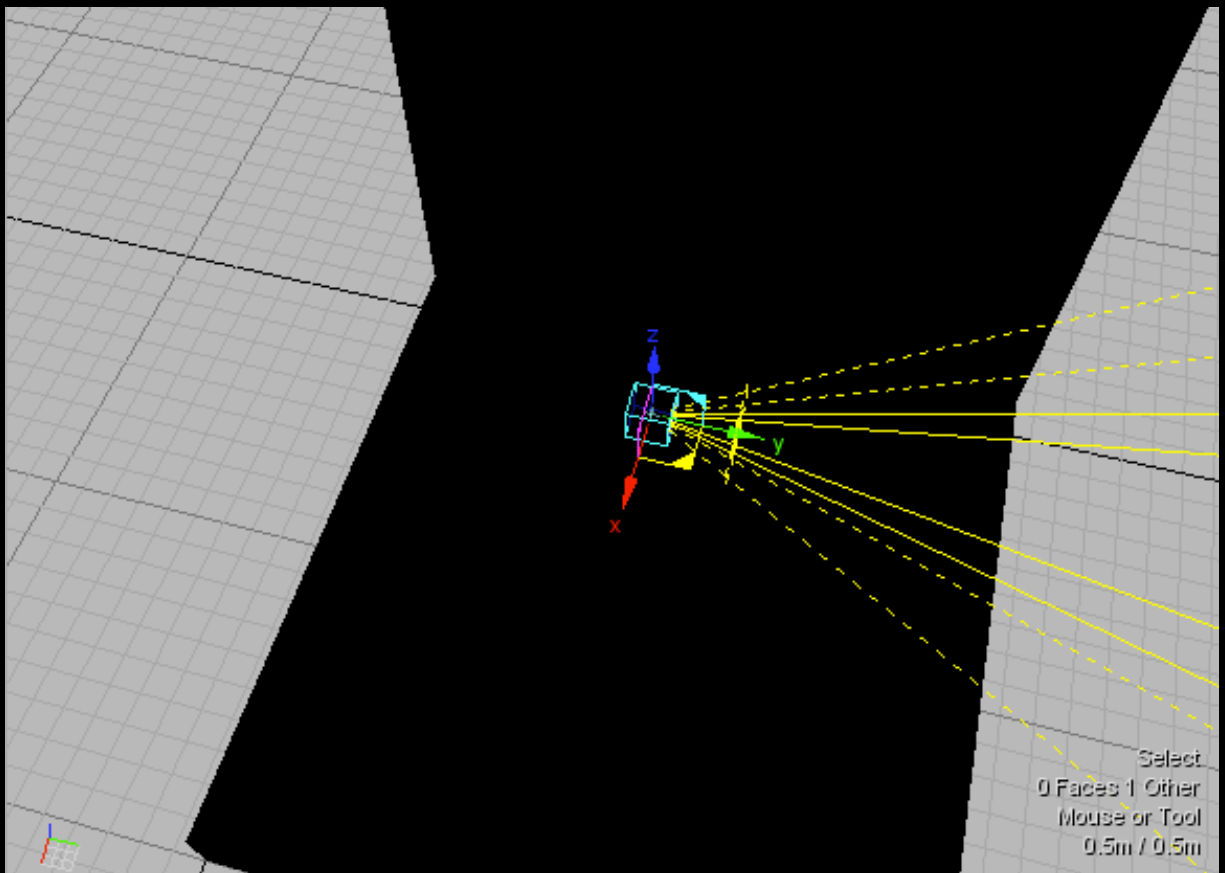
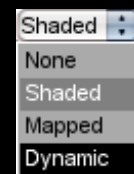
Now add the light from the tools panel/add point entity. 

A box will be displayed in the Properties panel and the `light_point` will automatically be selected. Select `light_spotlight` and press Enter.

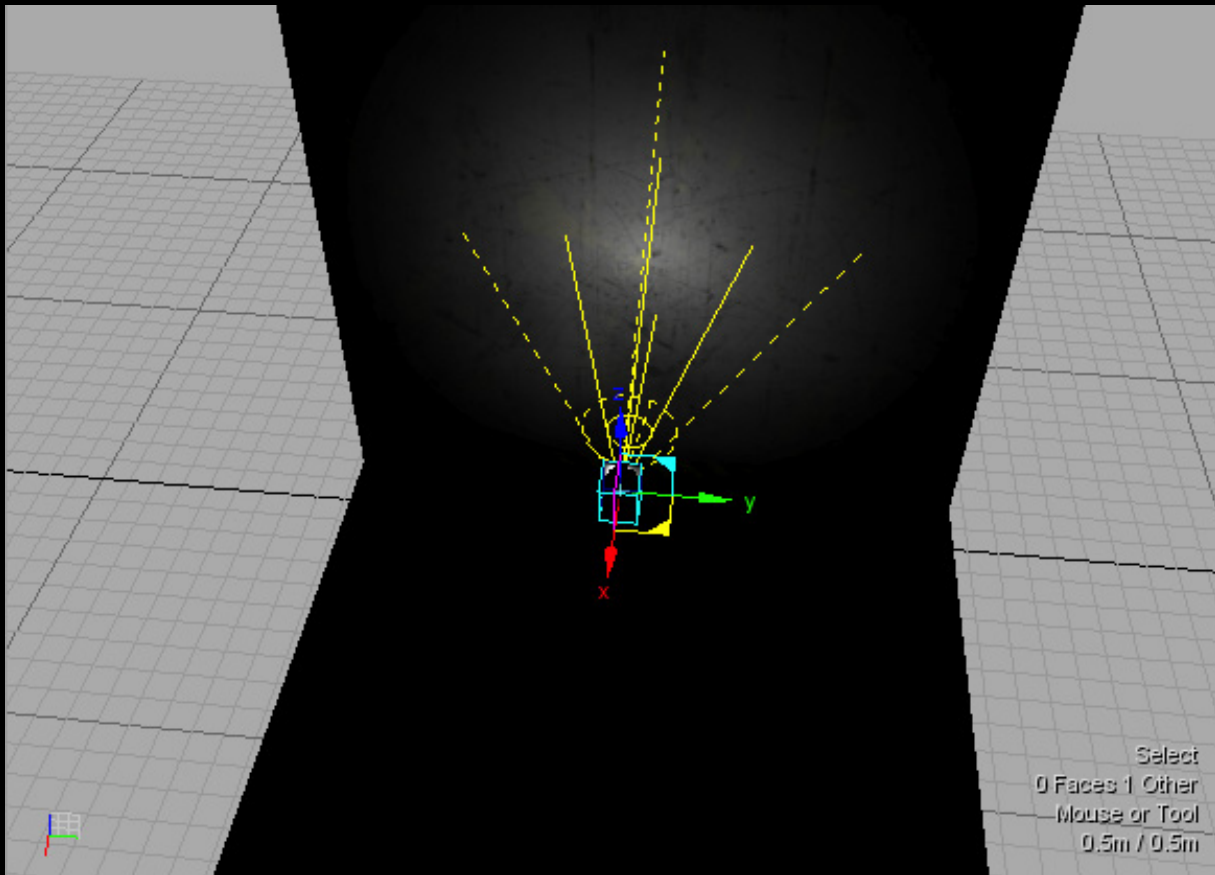




In order to see what the light actually looks like select Dynamic from the 3D view.



There could be a few problems if the next step is done incorrectly. In order to rotate the spotlight DO NOT use the heading parameter in the properties of the spotlight. Instead use Rotate Single Axis from the tools window.



If the spotlight is facing an object it should be lit. If it is too far away edit the falloff\_outer parameter in the properties panel. You can also edit the color, and falloff\_inner in the properties panel.

