

Lights

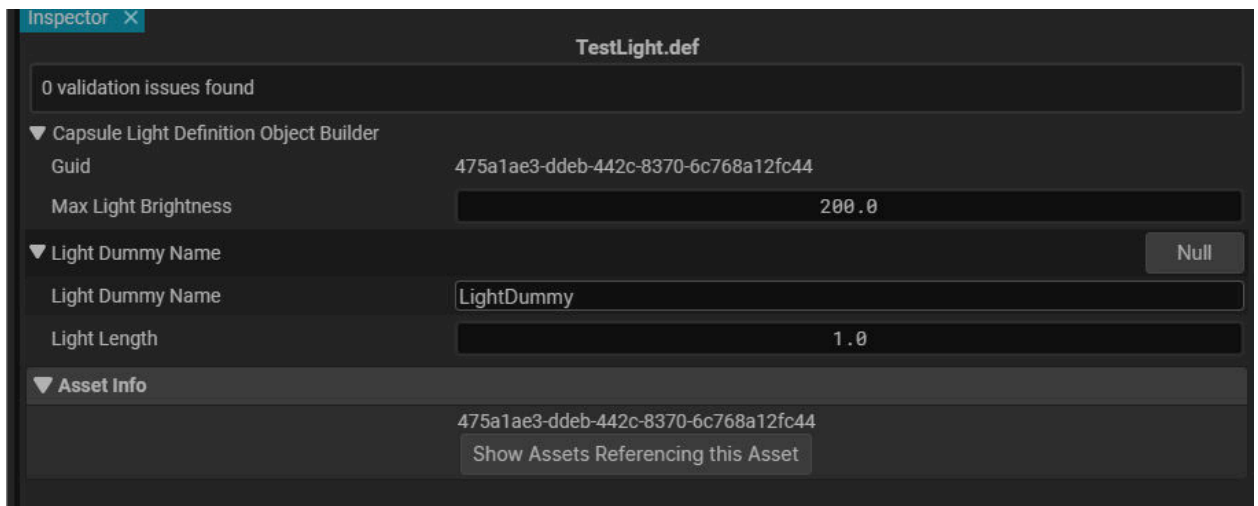
Types of light

- Capsule CapsuleLightRenderComponent CapsuleLightComponent
- Area AreaLightRenderComponent AreaLightComponent
- Point PointLightRenderComponent PointLightComponent
- Spot SpotLightRenderComponent SpotLightComponent

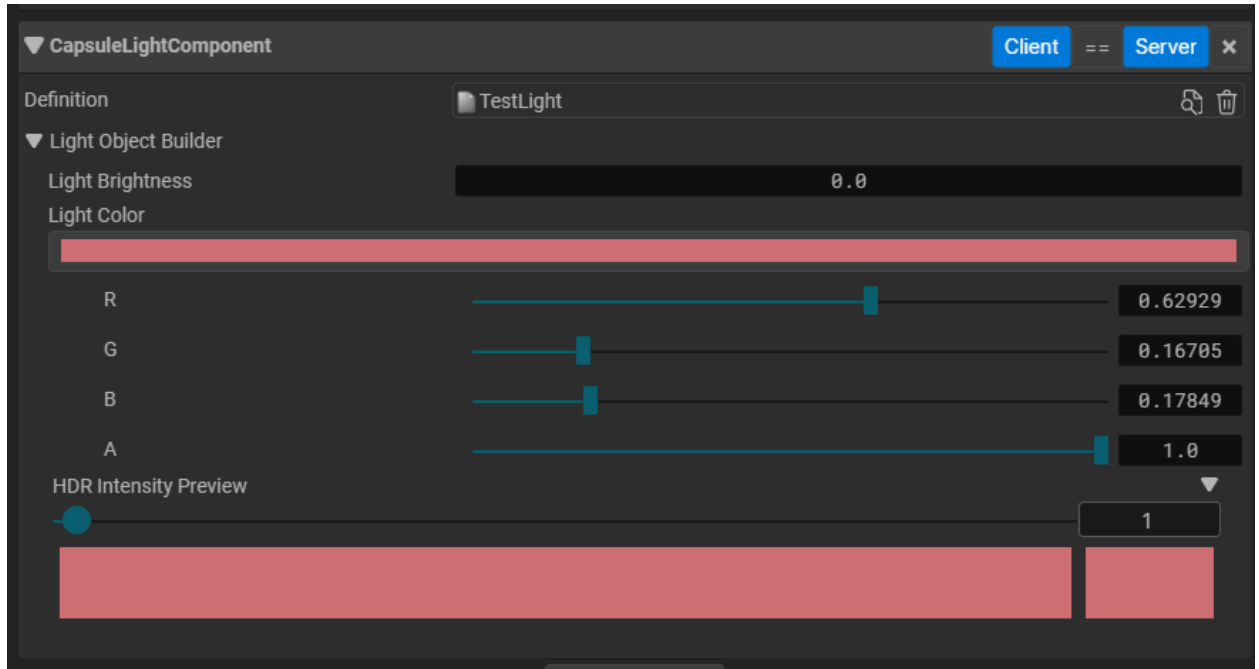
How to add light to a block

All lights have the same structure but have slightly different names. Let's take a Capsule light as an example but the same principle can be applied to other lights by using corresponding components for a corresponding light.

- Add `CapsuleLightComponent` to the Server and Client prefabs
- Create a definition for the `CapsuleLightComponent`.



Fill Light Object Builder



- Add `CapsuleLightRenderComponent` and `ParentRenderAdapterComponent` to the Client prefab

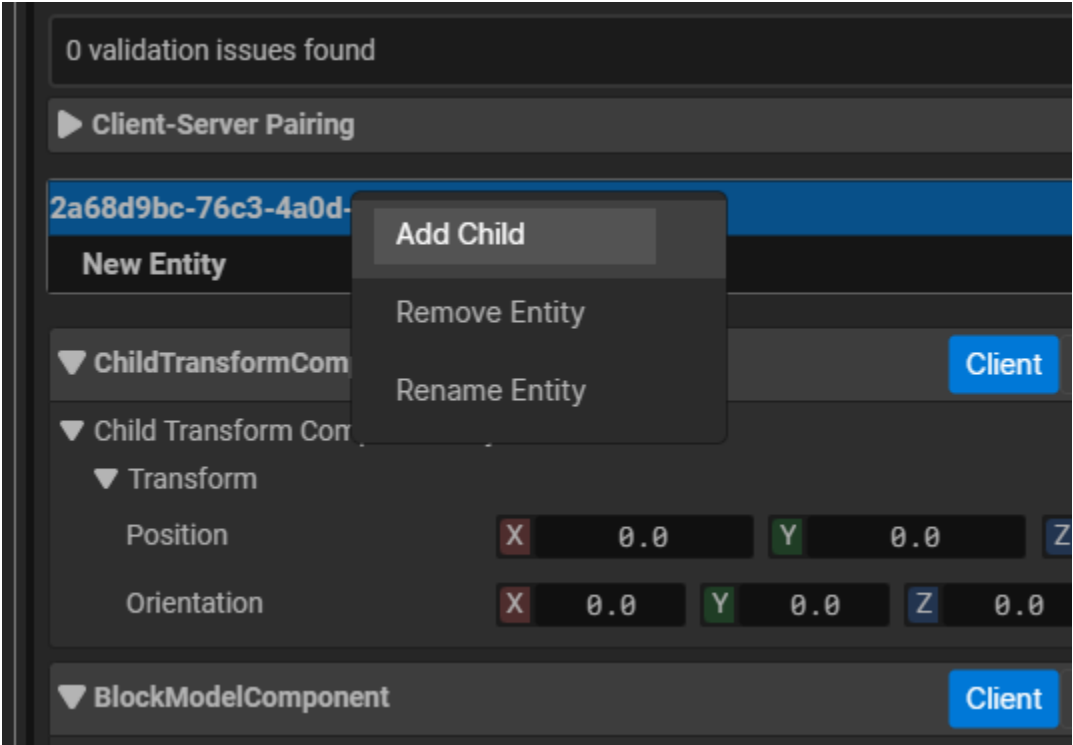
How to add light to the character (for example to create a headlamp)

Create a light as a separate prefab. Include

- `HierarchyComponent`
- `SpotLightComponent`
- `SpotLightRenderComponent`
- `BoneParentedPositionComponent` (in `BoneName` you need to reference a bone from character skeleton where light will be attached to)
- `ParentRenderAdapterComponent`.

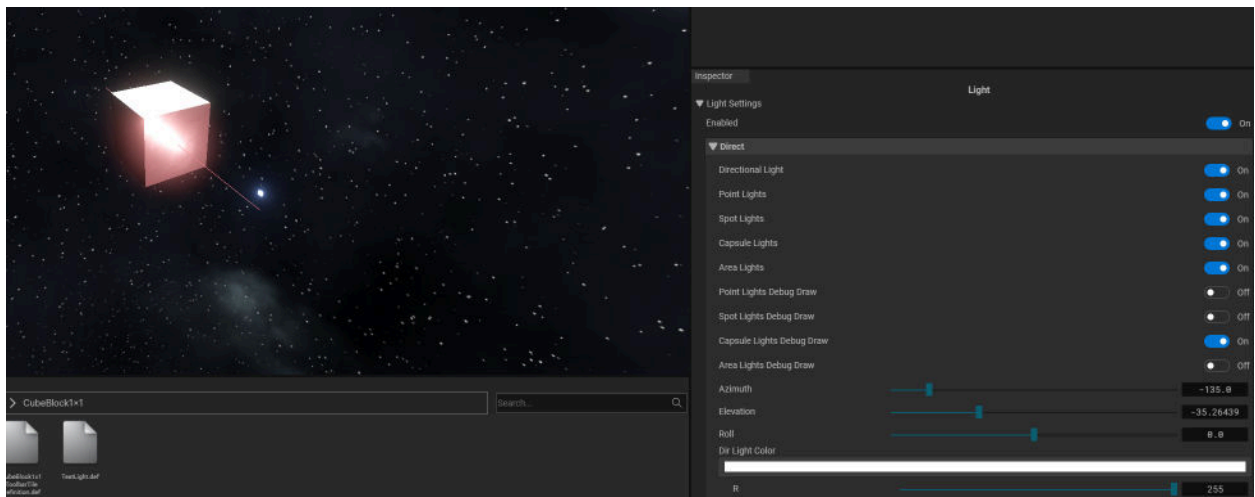
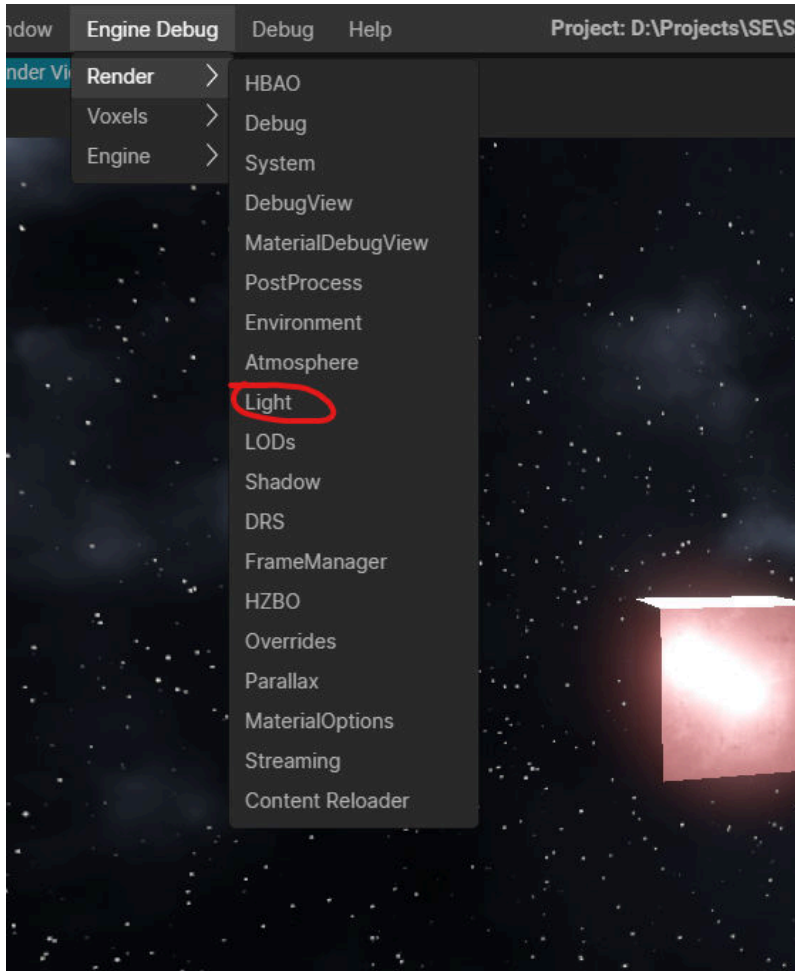
We are using `SpotLight` here as it makes sense for a headlamp.

Then you can add this prefab as a client child to the character (*at the moment of writing this document Editor is crashing when you are trying to do it*)



Editor visualizing

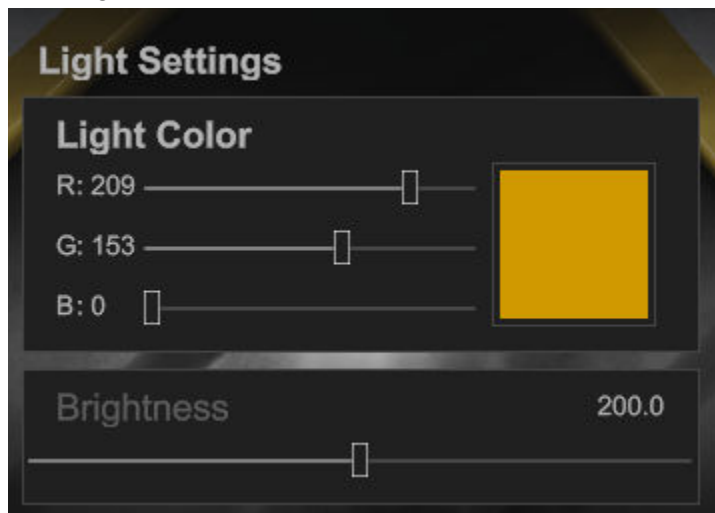
Apart from visually seeing a light in editor it can be additionally visualized using Engine Debug



Light block in the game

Each light has the same set of exposed settings that can be manipulated in game by a player. If you do not want these settings to be exposed in the control panel, add a tag to the light component that begins with **NO_TERMINAL**.

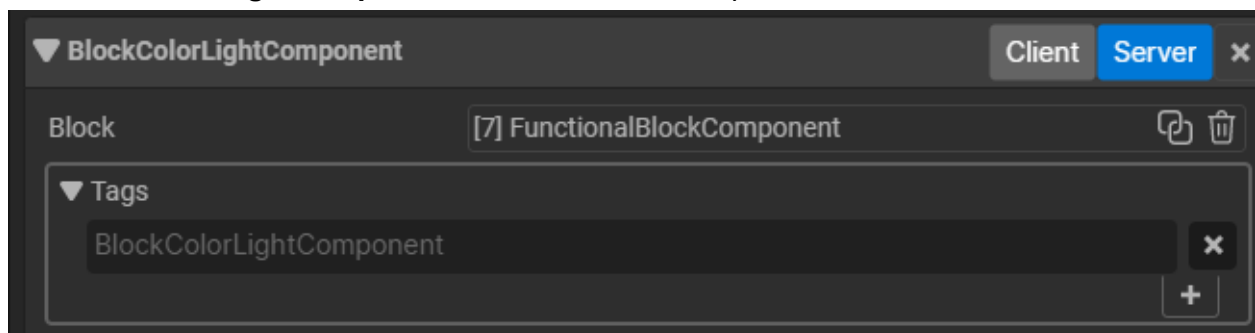
For example, **NO_TERMINAL_LIGHT** will result in the settings for the light component not showing in the terminal.



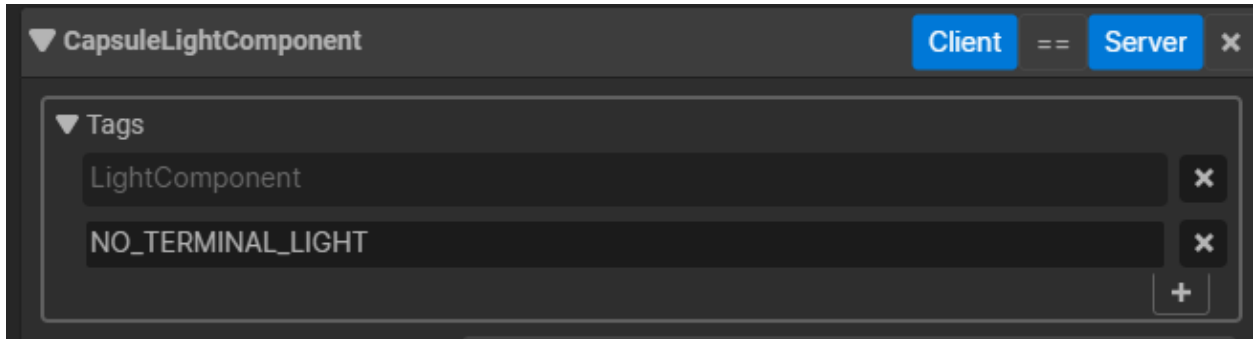
How to match light color with block color

Create a light block

Add **BlockColorLightComponent** to the block's server prefab



Add a tag to the light components on the block that is prefixed with **NO_TERMINAL**. The control panel should not have the ability to change the light settings now that the light color is now bound to the block color.



It may also be worth adding the tag to the block component if there is no other intended functionality.

