

# Light

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The light is a great tool for a good illumination of the game, it improves the graphics depending on how good you are in the illumination, the light must be applied to the material to give effect. At the moment there are 3 types of lights:



## *MORE INFORMATION*

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- 1) [directional light](#)
- 2) [point of light](#)
- 3) [Fog](#)

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Last update: **2025/07/26 00:42**

