



# Light Module Skill Parameters

This default value would work properly in case you have one or two lights, but with more lights in close space, you may want to tweak and nerf this value down like this example.

This section is used to scale the texture sprite that is being used by the light. The parameters listed here will have no effect if you have not assigned a sprite Texture to the light.

Press E to open the Skill Tree. On the left, a scroll box lists all available items. You can add new items through parameters only (fully explained in the documentation included with the ...

Using four ModuleLights, means that now, in the part action window, you will have four buttons for turning lights on/off, and four buttons to make them blink. Unless you bind these actions ...

These are all parameters that I could find to use for modding. This stuff was found manually while datamining, so if you found that something is missing or just want to improve the ...

In an automated fixture- Moving Light, LED fixture, and even non-lighting devices such as fog machines- there are additional controllable parameters that tell the fixtures to change elements other than intensity.

You can control your light's intensity using the Brightness control or the Intensity parameter dial. A setting of 0% means the light is fully off, and a setting of 100% means the light is ...

The module will generate the cost and effect of the corresponding skill automatically. If there is any unrecognized skill name (so does wrong letter case) or empty line between skill names, the template ...

This session is to provide sample SKILL commands so the readers can get the feel of the SKILL programming environment. The task is to let the readers get familiar with the SKILL code syntax.



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Web: <https://maxtools.co.za>

