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Subject: LevelEdit Sounds + Lighting Help  
Posted by [SuperMidget](#) on Tue, 01 Mar 2005 12:54:55 GMT  
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## Sound

I would like a better understanding of how to make certain sounds play in certain areas. I've looked around (Cause i know that my questions bother you guys :oops: sry ) and i've found this:

But when I 'make' it, it makes some sort of 'object'. Anyway, how do I set up something like this (I'm looking for music like on "Dual Arena DM" to pu ton my map)?

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## Lighting

Ok, so I've made my map and it's all 'indoors'. I've compiled the following questions

- Will it be pitch black when I play or regular lighting?
- >If it will be dark what do I do in LevelEdit to edit the lighting/brightness? I don't need specific lighting on areas, just a nice level of brightness in the rooms (it's 2 storeys btw).
- Where are the 'light' tiles located to be put on the ceilings of the buidling/rooms? (For show obviously)

Thanks a ton in advance, please be specific and nice as I am still 70% noobish at this.

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