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Subject: READ THIS!

Posted by [Anonymous](#) on Sat, 01 Feb 2003 13:34:00 GMT

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In Commando, how do i edit the sun so that it does not shine through walls and into my tunnels? [ February 01, 2003, 15:27: Message edited by: maytridy ]

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Subject: READ THIS!

Posted by [Anonymous](#) on Sat, 01 Feb 2003 16:14:00 GMT

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I guess you could put a lightscape thingy in the tunnel and make the color on it dark. [ February 01, 2003, 16:15: Message edited by: Tiberc ]

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Subject: READ THIS!

Posted by [Anonymous](#) on Sat, 01 Feb 2003 21:00:00 GMT

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to edit the position of the sun, goto lighting form the menu and then click edit sunlight. keep on tweaking the position of the sun until its nice and dark inside your tunnel

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Subject: READ THIS!

Posted by [Anonymous](#) on Sat, 01 Feb 2003 21:16:00 GMT

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Don't worry, it will not shine through in the game. [ February 01, 2003, 21:16: Message edited by: gendres ]

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Subject: READ THIS!

Posted by [Anonymous](#) on Sat, 01 Feb 2003 21:50:00 GMT

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^ is correct. But if you want no seems to appear you have to weld the meshes together, or make it a night map.

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Subject: READ THIS!

Posted by [Anonymous](#) on Sun, 02 Feb 2003 06:53:00 GMT

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Thanks guys!

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