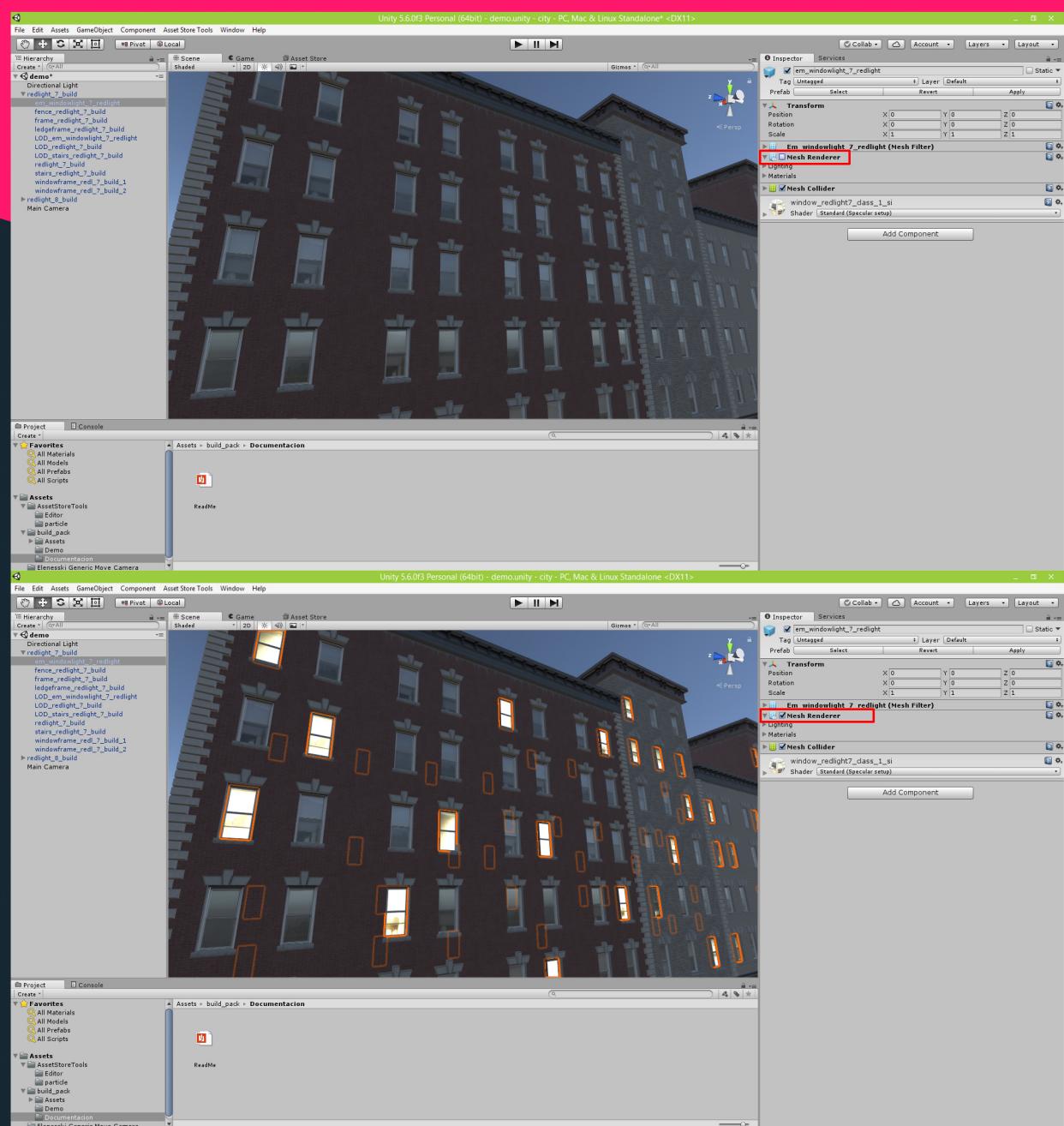


In order to enable / disable the self-luminous object (windows), click on the "mesh render" check box in the "inspector" window



Models of buildings were made on a modular basis, which would not heavily burden the system. Some of the modules (for example: frame_window) can be disabled to ensure high performance of your project.

