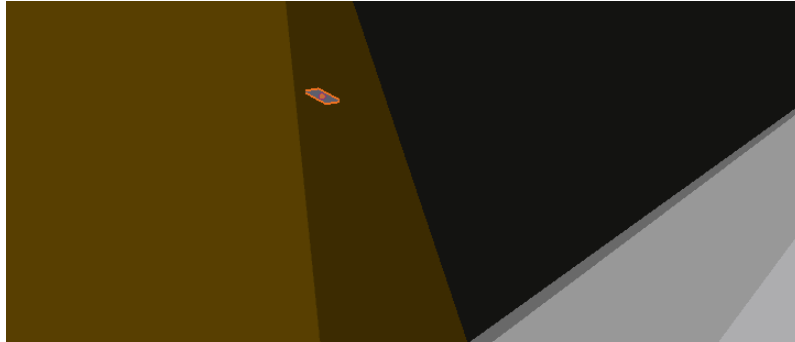
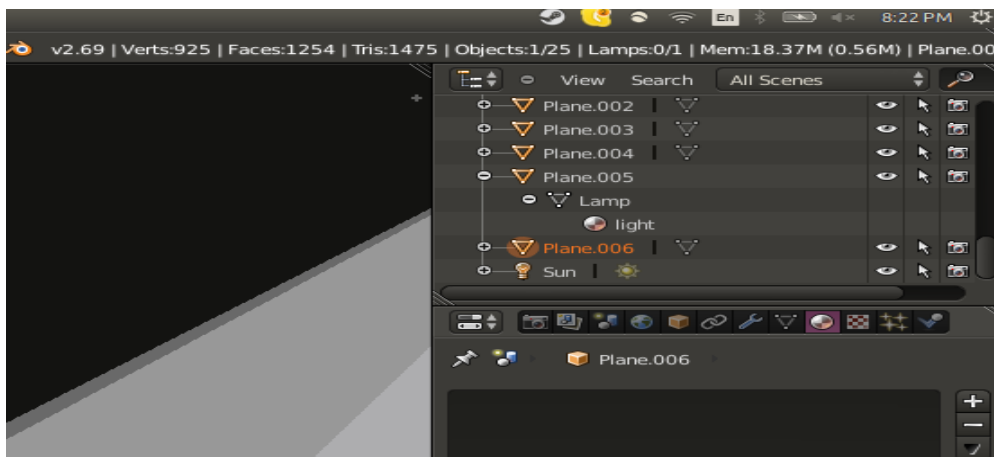


Lamps: light squares

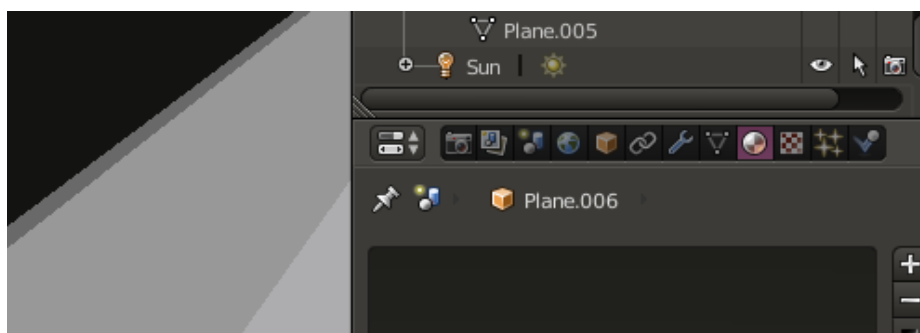
Step 1: First create a plane or something. Make it very small for your own amusement.



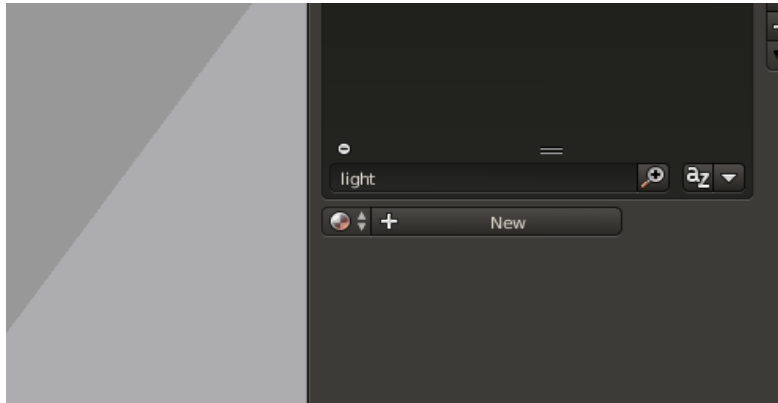
Step 2: Look in the upper right corner of your screen. There. It's a list of the current objects in play. The one you just created will be glowing with orange.



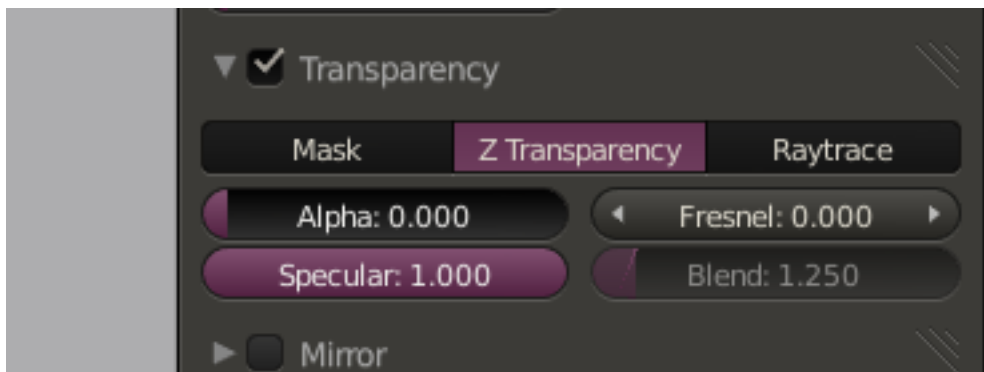
Step 3: Select the 'Materials' tab in the bar under the object chooser. If you hit that plus you will be able to see all of the modifiers and attributes you assign to your object.



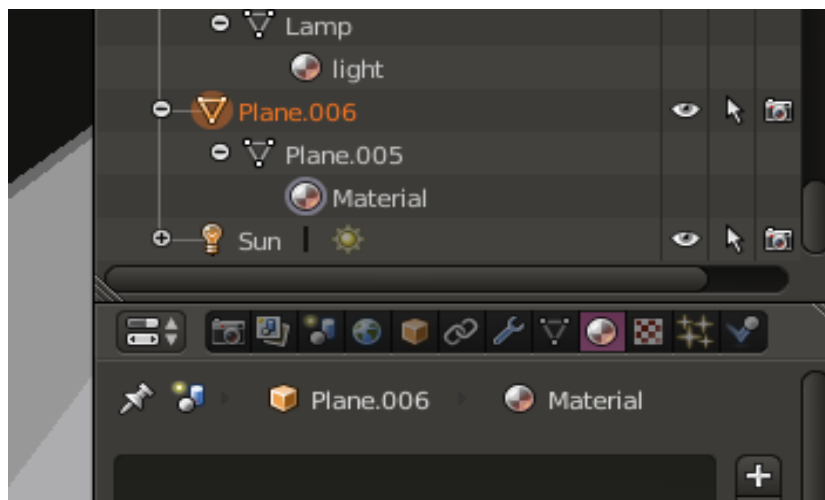
Step 4: Hit that 'New' button to create a fresh material for the plane.



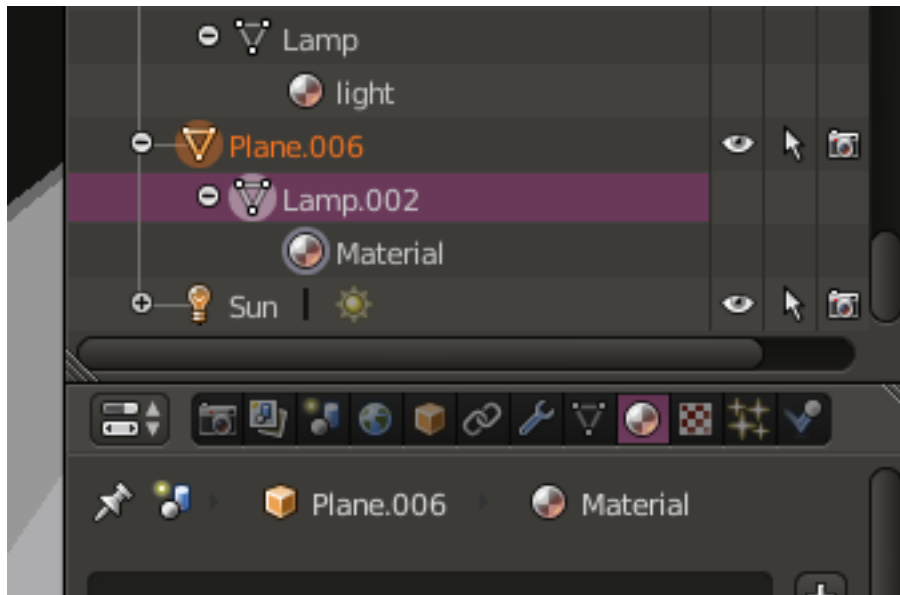
Step 5: Now scroll down in that side menu until you encounter the 'Transparency' section. Make some z-transparency and pull the alpha down to 0.



Step 6: Up in the object viewer you should now be able to see that your amusing plane or something has obtained a material!



Step 7: Give that plane or something a name that contains the string “Lamp”. That is essential. The ObjLoader class uses this string to recognize where a lamp should be placed.



Henceforth your model will now get parsed with Lamp objects placed at each small plane or something you created.