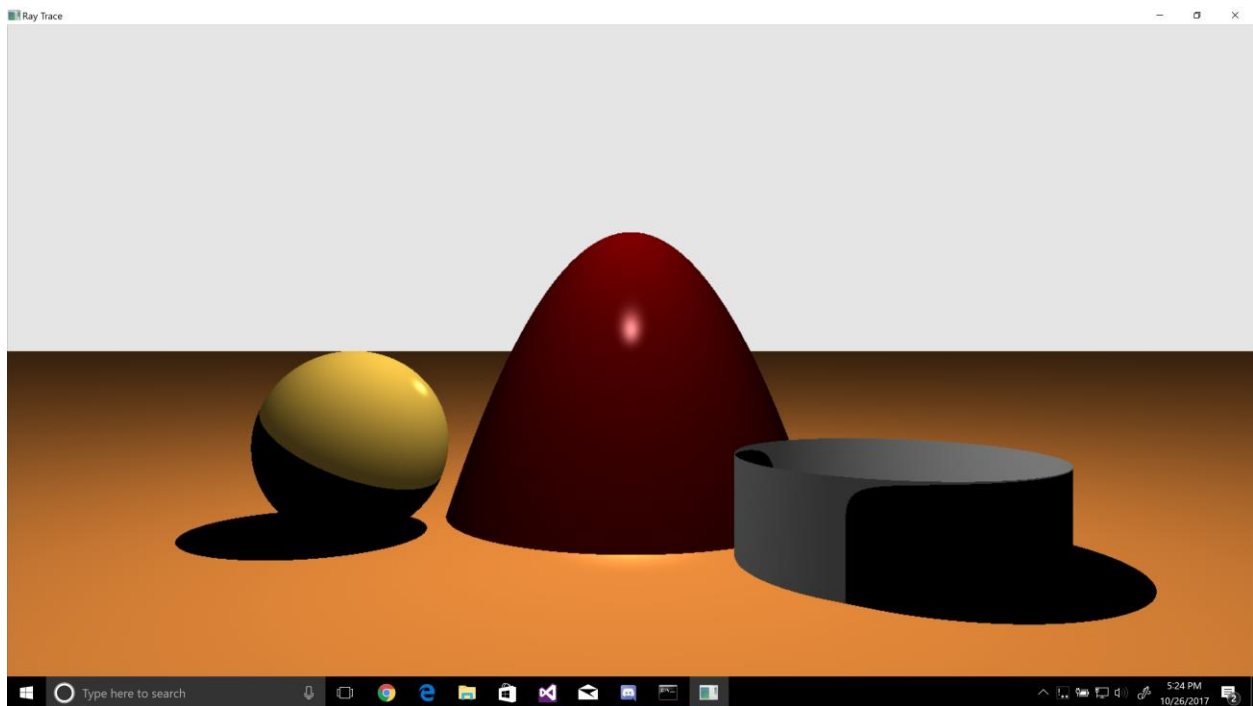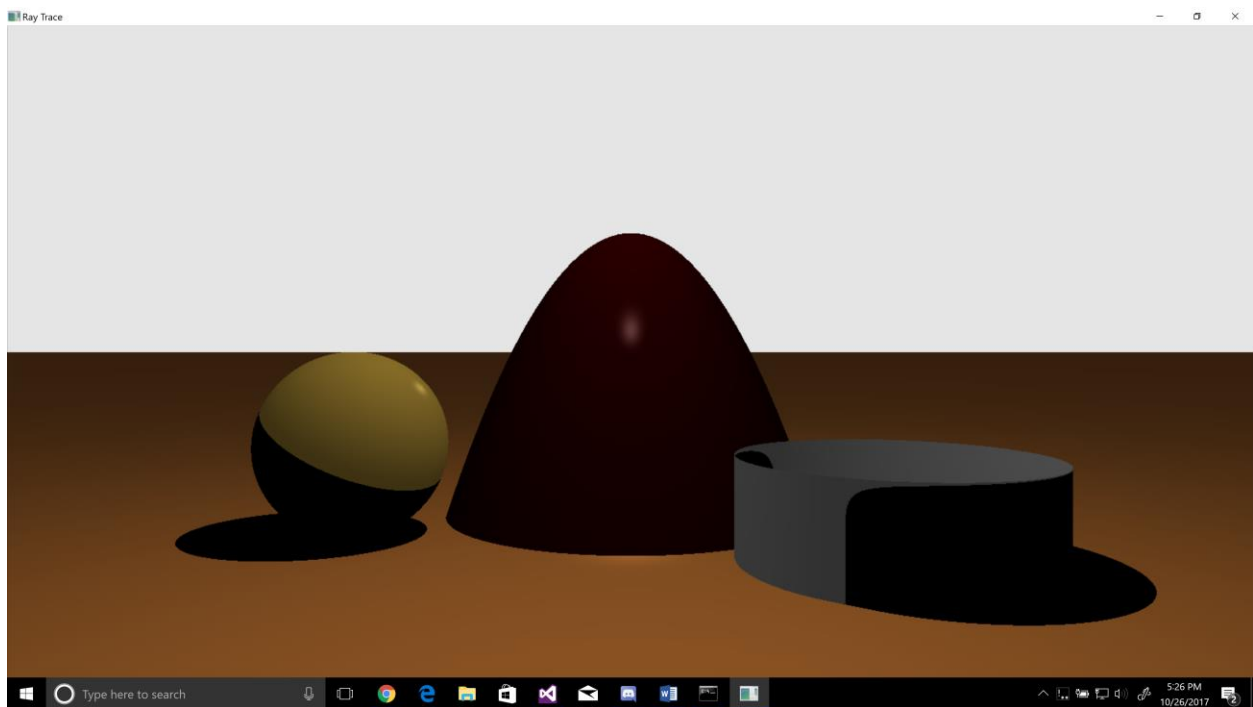Things That, to the best of my knowledge, work

1. Object properties (Gold, Bronze, Silver, Red Plastic)
2. All the components of proper lighting (Ambient, Diffuse, Specular)
3. Attenuation (Pictures below)
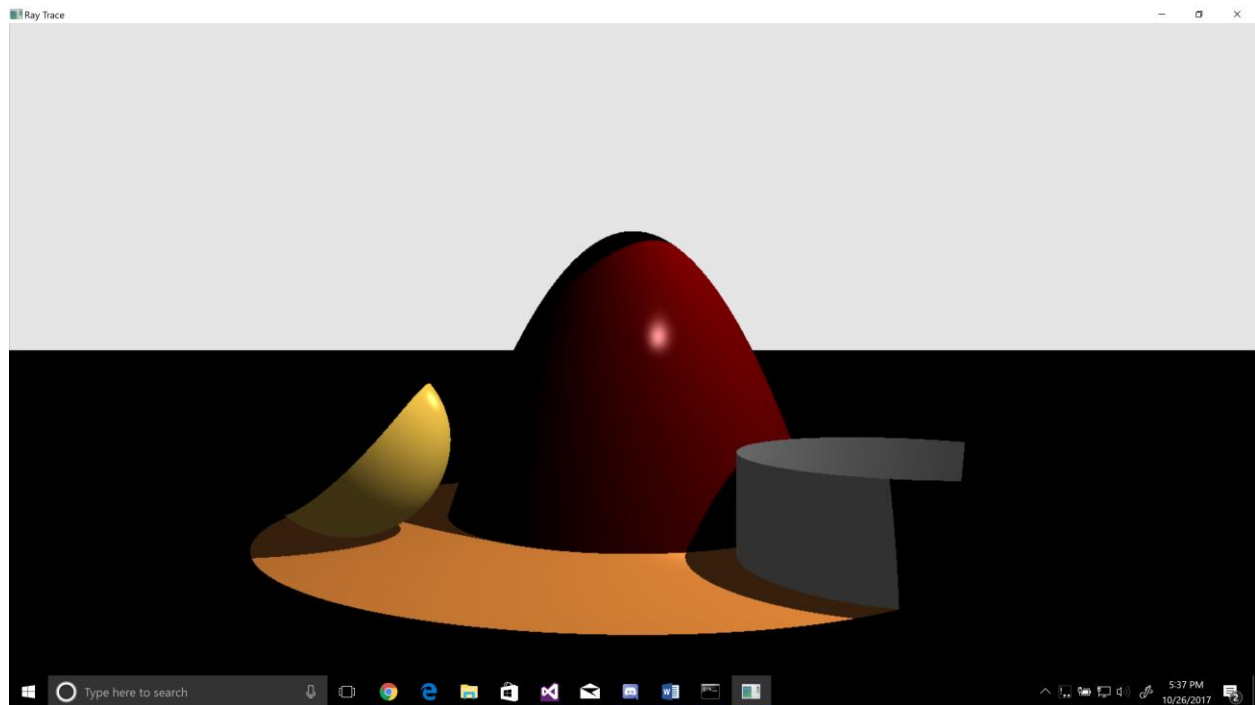4. Spotlight, including the ability to change the FOV

No Attenuation

Linear factor of Attenuation set to .2

Spotlight On

FOV increased