

## Extending chisel

- you will have had to obtain a copy of chisel and unpack it in your Sandpit directory
- if you have not already done this in a previous week then you should

```
$ cd  
$ mkdir Sandpit  
$ cd Sandpit  
$ git clone https://github.com/gaiusm/chisel
```

## Extending chisel

- you will also have had to download and untar the doom3 data directories
- if you have not done this before you should:

```
$ cd  
$ wget http://floppsie.comp.glam.ac.uk/download/targz/ske  
$ tar xzf skeleton-doom3-data.tar.gz
```

## Extending chisel

- one of the obvious improvements is for chisel to automatically introduce lights
  - add another option to enable automatic lighting
  - -l
- copy scanRoom into a new function introduceLights
- adapt this new function to add lights
  - but only if the rooms has no user defined lights