

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