There is, but not without editing the mesh.

Basicly, what you have to do is surround the whole map in a large box, disable all collisions.

Export as w3d and import into LE, then vertex solve.

Oblivion knows more on this as part of it was in his map making tutorial. Ask him, as i don't exactly believe that the above statement is true (even though i said it). I know it includes blocking the sun from the map, but don't know the details.