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Subject: Re: Moving towards scripts.dll 2.9  
Posted by [Blazea58](#) on Wed, 05 Jul 2006 07:43:30 GMT  
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Well i do have one question to weather or not this can be done. I want to have night/day cycles within a map of mine and i think if there is a way to find out how renegade has the Sky/moon/sun render at any distance, as well find out what the texture is made up of, weather its just a plane or a full sphere etc. From this i would figure if we had the same effect and we were to use the sky settings for 24 frames animated on to the shape possibly this could give you day and night cycles. The real question here is if there is such thing as another way via scripts, or other sollutions to having some kind of cycle for hours of the day rather then environment changes.

I am not really sure if this would even be done at all with a script, or if there is a way around having this work, but i figured i would get it out because this is one thing that lacks in renegade bigtime, especially with the fact we can already change weather but not time of day ingame.

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