
Subject: Script

Posted by [Obelisk](#) on Sun, 15 May 2005 21:41:55 GMT

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Is there a script to change the time of day :}}

Subject: Script

Posted by [Oblivion165](#) on Sun, 15 May 2005 22:03:21 GMT

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Its in background settings. No script required.

Subject: Script

Posted by [Obelisk](#) on Sun, 15 May 2005 22:29:03 GMT

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I need to use it with a script because this is for online play.

Subject: Script

Posted by [Oblivion165](#) on Sun, 15 May 2005 23:09:39 GMT

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whatever you set it to will show up on everyones computer, regardless of LAN or Online.

Or do you mean to change it while in the map, like the longer you play, it gets later in the day and gets darker?

Subject: Script

Posted by [Obelisk](#) on Mon, 16 May 2005 02:06:15 GMT

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It does'nt work i changed the background settings to 1:00 to make it nighttime but it only applies to me no-one else in the game.

Subject: Script

Posted by [Oblivion165](#) on Mon, 16 May 2005 02:09:12 GMT

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Then they dont have the same version of the map as you. If you export the map with it as 1am then give everyone the same exported map, then they WILL have a night sky.

Subject: Script
Posted by [Obelisk](#) on Mon, 16 May 2005 02:25:30 GMT
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no i'm just using these in lvl and lsd files to change around m00_tutorial for the serverside so they dont need to download it. I'm not exporting them.

Subject: Script
Posted by [Oblivion165](#) on Mon, 16 May 2005 02:26:48 GMT
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Oh i see, serverside. I dont think there is one, but the Readme files that Wilson includes with the custom scripts can tell you.

Subject: Script
Posted by [Obelisk](#) on Mon, 16 May 2005 02:39:47 GMT
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its kinda weird though they have scripts for clouds,wind,precipitation and lightning but not for time of day.

Subject: Script
Posted by [jonwil](#) on Mon, 16 May 2005 05:02:43 GMT
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Changing the time of day dynamically (i.e through scripts) isnt possible.

Subject: Script
Posted by [Renardin6](#) on Mon, 16 May 2005 13:27:24 GMT
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Well, I am not sure it's impossible. Let me explain:

W3d beta of generals had that feature. Renegade is w3d so we might find a way to make it. Maybe E! can...

Subject: Script
Posted by [jonwil](#) on Mon, 16 May 2005 13:33:53 GMT
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Generals and Renegade are totally different in that respect.

The code that is shared between Renegade and Generals is only a very small amount.

Renegade cant do dynamic lighting at all (which is essentially what this is).

Essentially, to do this would mean doing the same thing as "recalculate the vertex solve" (or whatever lighting setting it is in leveedit) every time the time of day/lighting was changed.

Subject: Script

Posted by [Renardin6](#) on Mon, 16 May 2005 18:22:29 GMT

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ok... I think it would be bad for the fps so...
