
Subject: Day Changes

Posted by [_SSnipe_](#) on Thu, 03 Jul 2008 00:21:30 GMT

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Is it possible so that in the new patch you can edit the maps to change time of day like over time it will become night then overtime it will be day i think it will be an awesome idea

and for fun roster crowing in morning and crickets at night

Subject: Re: Day Changes

Posted by [BlueThen](#) on Thu, 03 Jul 2008 00:22:29 GMT

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Good idea, but really it isn't necessary.

Subject: Re: Day Changes

Posted by [_SSnipe_](#) on Thu, 03 Jul 2008 00:23:43 GMT

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BlueThen wrote on Wed, 02 July 2008 17:22 Good idea, but really it isn't necessary. maybe not but makes game more cooler and interesting and maybe can draw more people

Subject: Re: Day Changes

Posted by [GrimmNL](#) on Thu, 03 Jul 2008 01:01:16 GMT

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would be cool in marathon servers

Subject: Re: Day Changes

Posted by [a000clown](#) on Thu, 03 Jul 2008 01:18:00 GMT

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I think this would be really cool. If they can make nighttime dark and harder to see the enemy it would be great for an extra level of stealth tactics.
It's at least more useful than having rain/snow...

Subject: Re: Day Changes

Posted by [_SSnipe_](#) on Thu, 03 Jul 2008 01:22:51 GMT

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well im thinking over time gets more cloudy and then dark with moon and stars....then over tiem get more brighter and clear skys

but i say no rain snow or ash fucks everyones fps up

Subject: Re: Day Changes
Posted by [saberhawk](#) on Thu, 03 Jul 2008 03:14:05 GMT
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Tons of people have had this idea before. The answer still remains "No."

Subject: Re: Day Changes
Posted by [_SSnipe_](#) on Thu, 03 Jul 2008 03:31:30 GMT
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Ok Then =[

Subject: Re: Day Changes
Posted by [LR01](#) on Thu, 03 Jul 2008 07:58:59 GMT
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you can however, see something like that in LE, but this is only in LE

Subject: Re: Day Changes
Posted by [Ghostshaw](#) on Thu, 03 Jul 2008 08:00:21 GMT
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Yeah but in the actual map its all precalculated.

Subject: Re: Day Changes
Posted by [saberhawk](#) on Thu, 03 Jul 2008 08:33:20 GMT
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LR01 wrote on Thu, 03 July 2008 02:58you can however, see something like that in LE, but this is only in LE

But that doesn't update the baked vertex lighting or baked lightmaps. And because of those two forms of baked lighting, changing the time of day wouldn't look right...
