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Subject: Re: Questions:

Posted by [saberhawk](#) on Mon, 04 Feb 2008 09:38:02 GMT

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Jerad Gray wrote on Fri, 01 February 2008 09:01 Unfortunately I must agree, the sky is a texture, and there is some why to change the shape of the sky, I recently saw the sky when I went off the map map at a very fast rate, at about 30,000 (out if I remember correctly) you can see the sky dom (which is half a circle). So I figure if you can modify the texture and stuff there must also be a w3d file for it, it is just you would have to figure out what it is called.

But red sky does not have any files.

I have changed the sky's texture before so it definitely has a texture, I just don't remember what it is called.

Ah found to files, one for the sky and one for the moon (I know both can be set up just to modify the sky in mods, I am not sure about mixes though).

The sky-dome is generated by code, there is no way to adjust the shape of it.

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