Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 08:46:00 GMT
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How do I change the time of day the map is set in?MoonLight/Sunset/Stars/Cloudy?

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Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 13:15:00 GMT
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Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 14:17:00 GMT
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In my tutorial buddy.

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Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 17:02:00 GMT
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Background settings in commando level editor.

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Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 19:32:00 GMT
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global settings?

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Subject: Night/Day
Posted by Anonymous on Wed, 02 Oct 2002 20:06:00 GMT
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quote:Originally posted by Ingrownlip:In my tutorial buddy.I cant find the section where you mention this.

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Subject: Night/Day

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Posted by Anonymous on Wed, 02 Oct 2002 23:34:00 GMT
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Oh...well it's in the Refining section.  Towards the end.

Subject: Night/Day
Posted by Anonymous on Thu, 03 Oct 2002 10:16:00 GMT
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ok, im stupid. found it. thx.

Subject: Night/Day
Posted by Anonymous on Thu, 03 Oct 2002 13:40:00 GMT
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how do i make it snow or snow the grey stuff after a nuke?

Subject: Night/Day
Posted by Anonymous on Thu, 03 Oct 2002 13:54:00 GMT
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quote:Originally posted by flashcar1:how do i make it snow or snow the grey stuff after a nuke?I think that's actually ash or something, I'm not \%100 certain as I've never been close to a nuclear explosion before   .

Subject: Night/Day
Posted by Anonymous on Thu, 03 Oct 2002 14:23:00 GMT
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really you never been in a nuclear explosion ?actually come to think about it, i dont think any of us have . . . well not a real one, maybe a renegade one !

Subject: Night/Day
Posted by Anonymous on Thu, 03 Oct 2002 14:59:00 GMT
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ITS ASHWhy would a nuke cause a snow storm? its hot, not cold. but if it looks like snow, you can call it whatever you like.  [ October 03, 2002, 15:00: Message edited by: DeafWasp ]