
Subject: Questions:

Posted by [_SSnipe_](#) on Fri, 01 Feb 2008 07:14:24 GMT

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1)which Skin File(s) Or w3d Files control the red in the sky when you lay a nuke?

2)Whats the skin file is The Sky file? iv once seen a skin someone made to put words in sky and i want to know what it is:)?

please and thank you

Subject: Re: Questions:

Posted by [Zion](#) on Fri, 01 Feb 2008 09:09:52 GMT

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No files.

The sky is part of the engine.

The color changes with the engine.

No textures or models are used to color the sky, or even create the sky.

Subject: Re: Questions:

Posted by [Jerad2142](#) on Fri, 01 Feb 2008 15:01:55 GMT

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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).

File Attachments

1) [fullmoon.dds](#), downloaded 134 times

2) [cloudlayer.dds](#), downloaded 138 times

Subject: Re: Questions:
Posted by [_SSnipe_](#) on Fri, 01 Feb 2008 17:12:14 GMT
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thanks man...im guessing teh clouddlayer is transparent? ill just put somthing over

Subject: Re: Questions:
Posted by [Di3HardNL](#) on Fri, 01 Feb 2008 17:13:50 GMT
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thats because it has a alpha channel

Subject: Re: Questions:
Posted by [Jerad2142](#) on Fri, 01 Feb 2008 19:07:18 GMT
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Doesn't have to be an alpha channel though, gets a bit of a weird effect if you don't covert it to gray style though.

Subject: Re: Questions:
Posted by [_SSnipe_](#) on Fri, 01 Feb 2008 19:31:41 GMT
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heres a hard question

is it possible to have diffrent skins per map? like maybe put the skin files into the map.mix and maybe it will work?

Subject: Re: Questions:
Posted by [Genesis2001](#) on Fri, 01 Feb 2008 20:25:27 GMT
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No. Skins are loaded when you start renegade. :v

~Zack

Subject: Re: Questions:
Posted by [_SSnipe_](#) on Fri, 01 Feb 2008 20:40:55 GMT
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dman that be cool for diff skins per map

Subject: Re: Questions:
Posted by [Gen_Blacky](#) on Sat, 02 Feb 2008 04:28:26 GMT
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you cant change nuke sky color unless you code it

you can change the color of sky tho.

SSnipe wrote on Fri, 01 February 2008 13:31heres a hard question

is it possible to have diffrent skins per map? like maybe put the skin files into the map.mix and maybe it will work?

with coding its very possible.

Subject: Re: Questions:
Posted by [_SSnipe_](#) on Sat, 02 Feb 2008 07:26:24 GMT
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Gen_Blacky wrote on Fri, 01 February 2008 20:28you cant change nuke sky color unless you code it

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SSnipe wrote on Fri, 01 February 2008 13:31heres a hard question

is it possible to have diffrent skins per map? like maybe put the skin files into the map.mix and maybe it will work?

with coding its very possible.

so im screwed

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 09:01Unfortunately 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.

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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.

Subject: Re: Questions:

Posted by [Jerad2142](#) on Mon, 04 Feb 2008 15:14:19 GMT

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Zack wrote on Fri, 01 February 2008 13:25No. Skins are loaded when you start renegade. :v

~Zack

Wrong, if its a mix map just toss your modified texture into the mixes files and it will change the sky when it loads it up.

Subject: Re: Questions:

Posted by [_SSnipe_](#) on Mon, 04 Feb 2008 15:22:08 GMT

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Jerad Gray wrote on Mon, 04 February 2008 07:14Zack wrote on Fri, 01 February 2008 13:25No. Skins are loaded when you start renegade. :v

~Zack

Wrong, if its a mix map just toss your modified texture into the mixes files and it will change the sky when it loads it up.

so if i put in skins for char into the mix map like under...it will load up those skins? for i can have diffrenet skins for diffrenet maps?

Subject: Re: Questions:

Posted by [Jerad2142](#) on Mon, 04 Feb 2008 15:24:29 GMT

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SSnipe wrote on Mon, 04 February 2008 08:22Jerad Gray wrote on Mon, 04 February 2008 07:14Zack wrote on Fri, 01 February 2008 13:25No. Skins are loaded when you start renegade. :v

~Zack

Wrong, if its a mix map just toss your modified texture into the mixes files and it will change the sky when it loads it up.

so if i put in skins for char into the mix map like under...it will load up those skins? for i can have diffrenet skins for diffrenet maps?

Toss it in and try, it should I know it works with .pkg, mix isn't that much different. There MIGHT be one problem though, every map you play after that map will use the last sky skin that was loaded, MIGHT I said, I haven't ever tested that.
