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 leveledit) every time the time of day/lighting was changed.