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Subject: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 04:19:01 GMT  
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how do u change the color in the background settings for the sky in level edit

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Subject: Re: Sky Background settings  
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 04:23:57 GMT  
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"Edit" menu "Background Settings..."

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 04:29:46 GMT  
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yea but how u change color

it wont let u change color

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Subject: Re: Sky Background settings  
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 04:36:37 GMT  
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Time of day is the only way.

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 04:45:53 GMT  
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ive seen like green skies and such tho

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Subject: Re: Sky Background settings  
Posted by [R315r4z0r](#) on Sun, 04 Feb 2007 05:47:19 GMT  
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I never heard of a green sky...

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Subject: Re: Sky Background settings  
Posted by [Cpo64](#) on Sun, 04 Feb 2007 05:53:02 GMT  
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I don't think a green sky is possible without doing some hacking, you can't do it with the tools provided to us. Unless you create some sorta dome over the player that has a green tint to it... but that wouldn't work very well.

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Subject: Re: Sky Background settings  
Posted by [Ryu](#) on Sun, 04 Feb 2007 06:02:26 GMT  
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Or skin a .dds ?

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Subject: Re: Sky Background settings  
Posted by [Viking](#) on Sun, 04 Feb 2007 06:15:30 GMT  
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What is the name of said .dds?

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Subject: Re: Sky Background settings  
Posted by [Ryu](#) on Sun, 04 Feb 2007 06:16:53 GMT  
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sky.dds ?

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 07:32:38 GMT  
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ill get a pic of it

<http://img213.imageshack.us/my.php?image=redskyaf9.jpg>

that must be hacks

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Subject: Re: Sky Background settings  
Posted by [Canadacdn](#) on Sun, 04 Feb 2007 07:37:52 GMT  
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That is an effect that happens when you place a nuke beacon.

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 07:39:02 GMT  
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no that its red all the time

let em find another 1

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Subject: Re: Sky Background settings  
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 08:19:59 GMT  
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Modify the cloud.dds files.

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Subject: Re: Sky Background settings  
Posted by [Di3HardNL](#) on Sun, 04 Feb 2007 08:46:21 GMT  
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cloudlayer.dds is the file that you need.

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Subject: Re: Sky Background settings  
Posted by [Viking](#) on Sun, 04 Feb 2007 09:07:43 GMT  
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Thought that was ion?

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Subject: Re: Sky Background settings  
Posted by [Jerad2142](#) on Sun, 04 Feb 2007 17:07:52 GMT  
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No that is normal sky, Renegade's engine adds or subtracts two layers of this to make the different cloud darkness settings.

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Subject: Re: Sky Background settings  
Posted by [Viking](#) on Sun, 04 Feb 2007 22:12:31 GMT  
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Can you make it all greenish so it looks like its tiberian gases clouds?

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 22:14:09 GMT  
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yea o know some 1 that made but i cant find pic

---

Subject: Re: Sky Background settings  
Posted by [Slave](#) on Sun, 04 Feb 2007 22:41:37 GMT  
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Meh, im feeling referred to...

And indeed, it was just done by editing cloudlayer.dds  
no pro uberhax involved

I opened the file, and killed the red and blue channels. That's all there is to it. And sorry, i can't upload it, i removed it a long time ago. But it's easy to do.

Also, to edit the real skycolor and not the clouds would be a badass feature. Since the nuke can do it, i bet it would be possible to script it up. Not sure tho.

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Mon, 05 Feb 2007 00:46:46 GMT  
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Imao slave haha thats funny

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Subject: Re: Sky Background settings  
Posted by [Cpo64](#) on Mon, 05 Feb 2007 00:46:52 GMT  
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You probably could script a beacon to be planted, and then just have it last long enough for the level to end

---

Subject: Re: Sky Background settings  
Posted by [Jerad2142](#) on Mon, 05 Feb 2007 02:52:08 GMT  
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Cpo64 wrote on Sun, 04 February 2007 17:46 You probably could script a beacon to be planted, and then just have it last long enough for the level to end  
Doesn't work I tried hours on level 3 to do it but it just won't last any longer.

---

Subject: Re: Sky Background settings  
Posted by [Viking](#) on Mon, 05 Feb 2007 02:58:57 GMT  
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On single player I think if it is like all other C&C games you have to start at the beginning again before changes in the .ini or such will take effect.

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Subject: Re: Sky Background settings  
Posted by [Viking](#) on Mon, 05 Feb 2007 03:18:55 GMT  
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When I try to delete the other lays it changes green to cyan or magenta what the fuck!

We really need a angry smiley...

---

Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Mon, 05 Feb 2007 04:26:49 GMT  
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just edit clouddlayer.dds dont try anything hard

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Subject: Re: Sky Background settings  
Posted by [jnz](#) on Mon, 05 Feb 2007 17:50:24 GMT  
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Viking wrote on Mon, 05 February 2007 03:18When I try to delete the other lays it changes green to cyan or magenta what the fuck!

We really need a angry smiley...

---

Subject: Re: Sky Background settings  
Posted by [Viking](#) on Tue, 06 Feb 2007 00:41:08 GMT  
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That is what I am trying to do.

I am deleting all layers except for green but when I try green decides it wants to be magenta or cyan!!!???

PS:I never noticed that "list all smileys" button...

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MY FAVROIT ONE's ---->

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Subject: Re: Sky Background settings  
Posted by [Cpo64](#) on Tue, 06 Feb 2007 02:19:31 GMT  
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So if deleting everything but green does the opposite of what you want, have you tried deleting nothing but green?

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Tue, 06 Feb 2007 03:48:10 GMT  
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no 1 listens

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Subject: Re: Sky Background settings  
Posted by [Slave](#) on Tue, 06 Feb 2007 22:58:58 GMT  
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i think they prefer to read

anyway, here's the green thingy

#### File Attachments

1) [cloudlayer.dds](#), downloaded 42 times

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Tue, 06 Feb 2007 23:22:09 GMT  
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Slave what format did u save your .dds in

Did u use DXT5 ?

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Subject: Re: Sky Background settings  
Posted by [Slave](#) on Tue, 06 Feb 2007 23:32:16 GMT

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yes, dtx5 for all your transparant needs

and for non transparant skins dtx1a or dtx1c  
i never really figured out the difference

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Subject: Re: Sky Background settings  
Posted by [Gen\\_Blacky](#) on Tue, 06 Feb 2007 23:33:01 GMT  
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kk

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