



Sky camera cyber



The correct title of this article is "sky_camera_cyber". The initial letter is capitalised due to technical restrictions.

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Entity Description

Works the same as a normal sky_camera, only this one is used while the player is in cyberspace. When hammer compiles the map, it won't render any light_enviroment's in this skybox, thankfully.

Keyvalues

None

Flags

None

Inputs

None

Outputs

None

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