SkyBoxes in RAGE

```
. . .
import ray.rage.rendersystem.states.*;
import ray.rage.asset.texture.*;
import ray.rage.util.*;
import java.awt.geom.*;

public class MyGame extends VariableFrameRateGame
{ . . .
   private static final String SKYBOX_NAME = "SkyBox";
   private boolean skyBoxVisible = true;

  // constructor, main(), setupWindow(), same as before

  @Override
  protected void setupScene(Engine eng, SceneManager sm)
                                         throws IOException
  { . . .
    // set up sky box
    Configuration conf = eng.getConfiguration();
    TextureManager tm = getEngine().getTextureManager();
    tm.setBaseDirectoryPath(conf.valueOf("assets.skyboxes.path"));
    Texture front = tm.getAssetByPath("front.jpeg");
    Texture back = tm.getAssetByPath("back.jpeg");
    Texture left = tm.getAssetByPath("left.jpeg");
    Texture right = tm.getAssetByPath("right.jpeg");
    Texture top = tm.getAssetByPath("top.jpeg");
    Texture bottom = tm.getAssetByPath("bottom.jpeg");
    tm.setBaseDirectoryPath(conf.valueOf("assets.textures.path"));

    // cubemap textures are flipped upside-down.
    // All textures must have the same dimensions, so any image's
    // heights will work since they are all the same height

    AffineTransform xform = new AffineTransform();
    xform.translate(0, front.getImage().getHeight());
    xform.scale(1d, -1d);

    front.transform(xform);
    back.transform(xform);
    left.transform(xform);
    right.transform(xform);
    top.transform(xform);
    bottom.transform(xform);

    SkyBox sb = sm.createSkyBox(SKYBOX_NAME);
    sb.setTexture(front, SkyBox.Face.FRONT);
    sb.setTexture(back, SkyBox.Face.BACK);
    sb.setTexture(left, SkyBox.Face.LEFT);
    sb.setTexture(right, SkyBox.Face.RIGHT);
    sb.setTexture(top, SkyBox.Face.TOP);
    sb.setTexture(bottom, SkyBox.Face.BOTTOM);
    sm.setActiveSkyBox(sb);
  }
```

Example setup of SkyBox files:

in assets/config:
("rage.properties" file) –

```
  . . .
  # skyboxes
  assets.skyboxes.path=assets/skyboxes/oga/heaven/
  . . .
```

in assets/skyboxes/oga/heaven:

```
  back.jpeg
  bottom.jpeg
  front.jpeg
  left.jpeg
  right.jpeg
  top.jpeg
  (and license information)
```