SetSunColor

This function is used to set the color of the sun.

Syntax

```
bool setSunColor ( int aRed, int aGreen, int aBlue, int bRed, int bGreen, int bBlue  )
```

Required Arguments

- **aRed:** The amount of red (0-255) you want the sun to be.
- **aGreen:** The amount of green (0-255) you want the sun to be.
- **aBlue:** The amount of blue (0-255) you want the sun to be.
- **bRed:** The amount of red (0-255) you want the sun to be.
- **bGreen:** The amount of green (0-255) you want the sun to be.
- **bBlue:** The amount of blue (0-255) you want the sun to be.

Returns

Returns true if the color of the sun was set, false otherwise.