

SetSkyGradient

This function changes the sky color to a two-color gradient.

Syntax

```
bool setSkyGradient ( [ int topRed = 0, int topGreen = 0, int topBlue = 0, int bottomRed = 0, int bottomGreen = 0, int bottomBlue = 0 ] )
```

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **topRed:** The *red* value of the upper part of the sky, from 0 to 255.
- **topGreen:** The *green* value of the upper part of the sky, from 0 to 255.
- **topBlue:** The *blue* value of the upper part of the sky, from 0 to 255.
- **bottomRed:** The *red* value of the lower part of the sky, from 0 to 255.
- **bottomGreen:** The *green* value of the lower part of the sky, from 0 to 255.
- **bottomBlue:** The *blue* value of the lower part of the sky, from 0 to 255.

Returns

Returns *true* if sky color was set correctly, *false* if invalid values were passed.