

The corresponding noon sun elevations, along with their sunrise & sunset azimuths; are not true to real life, but are a virtual indication of how the sun's path is expressed in the game; given the axis tilt value entered in the World Editor.

Axis Tilt Chart

Axis Tilt works only when Az Override= 0): Can be applied to change the sun's elevation at solar noon, and it's sunrise/sunset azimuth. Unfortunately rise/set azimuth is only altered by the same number of degrees as elevation, (which is not accurate).

north sky (+), south sky (-); 90° straight up (0)

Values	Rise Azimuth	Noon Elevation	Set Azimuth
+ 80	10°	10° N	350°
+ 70	20°	20° N	340°
+ 60	30°	30° N	330°
+50	40°	40° N	320°
+ 40	50°	50° N	310°
+ 30	60°	60° N	300°
+ 20	70°	70° N	290°
+ 10	80°	80° N	280°
0	90°	90° (straight up)	270°
- 10	100°	80° S	260°
- 20	110°	70° S	250°
- 30	120°	60° S	240°
- 40	130°	50° S	230°
- 50	140°	40° S	220°
- 60	150°	30° S	210°
- 70	160°	20° S	200°
- 80	170°	10° S	190°