

Sol 2.x parameters in track configs

Due to the big changes, I decided to make new parameters for Sol 2.

If you want to customize:

HORIZON_OFFSET

mostly for adapting the clouds height to the track

DOME_SIZE

Mostly for adapting the track's horizon textures. Initial value is 35000m. Reduce it, if the textures are already washed out.

DOME_SIZE also changes the look of the clouds sky curvature.

FOG_LEVEL

FOG_BLEND

FOG_DISTANCE

HUMIDITY_OFFSET

Preset a humidity value for a track, e.g. 0.85 for tracks near the sea or 0.0 for deserts

use [SOL2] as section name

```
64 [SOL]
65 HORIZON_OFFSET=-0.7
66 SUN_DAWN=2
67 SUN_DUSK=3.5
68 SMOG_MORNING=0.075
69 SMOG_NOON=0.2
70 SMOG_EVENING=0.3
71 EXPOSURE_FIX=1
72
73 [SOL2]
74 HORIZON_OFFSET=-1.00
75 DOME_SIZE = 25000
76 FOG_LEVEL=1.00
77 FOG_BLEND=1.00
78 FOG_DISTANCE=1.00
79
```