

---

Subject: CP2 Weather

Posted by [The\\_Commentator1](#) on Thu, 21 Apr 2005 03:10:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hey guys,

It's probably way too late to request features for CP2 (if that was even an option to begin with), but I'd still like to put an idea I had out there. You know how certain map mods enable random rain? Wouldn't it be cool if we could have realistic looking, low-in-the-sky dark clouds? The top of the hill in C&C\_Hourglass would be shrouded. Fog would be cool too. How about "Tiberium Rain" where Tib gets into the rain cycle and creates green rain which damages troops and vehicles slightly? Lightning that actually strikes the ground, and does damage to buildings, vehicles, and troops would be cool. Besides that, dust devils in desert maps that actually move vehicles and toss troops would be awesome. Why not full blown tornados that can rip through buildings at random (not completely destroying them, but damaging them and everything else in its path significantly) during a lightning storm? These are just some hummer requests, and I'm sure people have asked about them before, especially if they remember Tib Sun.

Peace, --The\_Commentator

---