
Subject: Re: Script Request

Posted by [EA-DamageEverything](#) on Wed, 14 May 2008 22:16:41 GMT

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A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.

File Attachments

1) [weather.jpg](#), downloaded 367 times



Background Settings

Music Sky Weather

☒ Fog

Color:



Start:

1 m

End:

80 m

Lightning

☒ None☐ Lightning☐ War Blitz

Intensity



0.00

Start Distance:



0.00

End Distance:



1.00

Heading:



0.00

Distribution:



0.50

Precipitation

☒ None☐ Snow☐ Rain☐ Volcanic ash

Density:

0.000 particles/s
/unit area

Wind

Heading:



0.00

Speed:

0.000 m/s

Variability:



0.00

OK

Abbrechen

Übernehmen