
Subject: Re: Script request

Posted by [HeavyX101- Left](#) on Fri, 20 Jun 2008 23:21:15 GMT

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Nice job reborn.

And here is the weather one i made!

//.cpp - Made by Heavyx101, Do not delete the Credits becausr it might cause the script to not work!

```
void HeavyX101_Weather_tRain::Created(GameObject *obj) {
    Commands->Start_Timer(obj, this, 900.0, 1);
    Commands->Set_Rain(50.0f,3.5f,true);
};
void HeavyX101_Weather_tRain::Timer_Expired(GameObject *obj, int number) {
    Commands->Set_Rain(0.0f,0.0f,true);
    Commands->Attach_Script(obj, "HeavyX101_Weather_tSnow", "");
};

void HeavyX101_Weather_tSnow::Created(GameObject *obj) {
    Commands->Start_Timer(obj, this, 900.0, 1);
    Commands->Set_Snow(2.0f,1.5f,true);
};
void HeavyX101_Weather_tSnow::Timer_Expired(GameObject *obj, int number) {
    Commands->Set_Snow(0.0f,0.0f,true);
    Commands->Attach_Script(obj, "HeavyX101_Weather_tFog", "");
};

void HeavyX101_Weather_tFog::Created(GameObject *obj) {
    Commands->Start_Timer(obj, this, 900.0, 1);
    Commands->Set_Fog_Enable(1);
    Commands->Set_Fog_Range (0.5,55,3.5f);
};
void HeavyX101_Weather_tFog::Timer_Expired(GameObject *obj, int number) {
    Commands->Set_Fog_Enable(0);
    Commands->Attach_Script(obj, "HeavyX101_Weather_tRain", "");
};
ScriptRegistrant<HeavyX101_Weather_tFog>
HeavyX101_Weather_tFog_Registrant("HeavyX101_Weather_tFog","");
ScriptRegistrant<HeavyX101_Weather_tSnow>
HeavyX101_Weather_tSnow_Registrant("HeavyX101_Weather_tSnow","");
ScriptRegistrant<HeavyX101_Weather_tRain>
HeavyX101_Weather_tRain_Registrant("HeavyX101_Weather_tRain","");
```

// .h - Made by Heavyx101, Do not delete the Credits becausr it might cause the script to not work!

```
class HeavyX101_Weather_tRain : public ScriptImpClass {
```

```
void Created(GameObject *obj);  
void Timer_Expired(GameObject *obj, int number);  
};
```

```
class HeavyX101_Weather_tSnow : public ScriptImpClass {  
void Created(GameObject *obj);  
void Timer_Expired(GameObject *obj, int number);  
};
```

```
class HeavyX101_Weather_tFog : public ScriptImpClass {  
void Created(GameObject *obj);  
void Timer_Expired(GameObject *obj, int number);
```

Just put the HeavyX101_Weather_tRain into a daves arrow. It has been tested and every thing works fine. Have fun

And: If you thing i made the scripts wrong or stupid or something else, then here is the answer: i'm just a bigginer!
