
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [jonwil](#) on Thu, 03 Jul 2014 08:41:39 GMT
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danpaul88 wrote on Thu, 03 July 2014 18:22: WeatherMgrClass::Get_* does that already
Except that those functions aren't exposed to or accessible by scripts.

Going over the requests just to advise what is and isn't possible (not to promise that any specific thing will actually be done), firstly, making it possible to use the sidebar logic with a PT-style dialog, that cant be done (the logic underlying the sidebar is too closely tied to the way the sidebar does things with the up and down arrows and such rather than the PT way of doing things with all the icons laid out)

Secondly, no, extra buttons wont be added to the sidebar.

Thirdly, yes it is possible to change the hot key assignments for the sidebar (or rather make them changeable with some ini keywords) so you can assign "5" to refill. The buttons wont be moved though.

If weather stuff was to be added, the following engine calls would be added: (and yes they would call WeatherMgrClass::Get_* and BackgroundMgrClass::Get_* internally)

```
void Get_Clouds(float &cloudcover, float &gloominess);  
void Get_Lightning(float &intensity, float &startdistance, float &enddistance, float &heading, float &distribution);  
void Get_Wind(float &heading, float &speed, float &variability);  
int Get_Precipitation(float &density); //returns 0 for rain, 1 for snow, 2 for ash or 3 for none,  
probably with some #defines to make it easier
```

No plans for extra keyhooks.

Switching radar mode is definatly possible, how risky it is we have yet to identify.
