

---

Subject: Re: Now collecting scripts 4.1 bugs  
Posted by [dblaney1](#) on Thu, 03 Jul 2014 14:04:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

jonwil wrote on Thu, 03 July 2014 01:41

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
```

This sounds like exactly what I was looking for. Hope this gets implemented. Shouldn't be too difficult since essentially everyone of these is a standard public get method for private variables that already have set functions.

---