
Subject: Weather function

Posted by [Rikerwil](#) on Thu, 16 Dec 2004 00:00:38 GMT

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i know rain makes beautiful....

but is it possible these rain to turn off?

possibly as a option in a new cp1 (v 1.xx)

- snow on/off

- rain on/off

- storm etc. :bomb:

Subject: Weather function

Posted by [icedog90](#) on Thu, 16 Dec 2004 00:18:00 GMT

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What boggles my mind is the fact that vloktbody's leet weather script didn't get added to CP1 (Dynamic weather).

Subject: Weather function

Posted by [Rikerwil](#) on Thu, 16 Dec 2004 00:22:56 GMT

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a dynamic Weather..??

but from where ?? great islay...always rain here is not london..)

Subject: Weather function

Posted by [icedog90](#) on Thu, 16 Dec 2004 00:25:18 GMT

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Meaning it rains sometimes, gets cloudy, and clears up. Weather that's always changing is dynamic weather.

Subject: Weather function

Posted by [Jecht](#) on Thu, 16 Dec 2004 07:17:10 GMT

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dynamic weather just causes lag, we removed the option from our CTF server cuz its annoying.

Subject: Weather function

Posted by [mac](#) on Thu, 16 Dec 2004 07:59:48 GMT

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We included SSAOW into SSCP1 - you can turn Weather on/off and define the weather via server2.ini

We'll be releasing a new, improved (and fixed version [0 bug!]) pretty soon now.. finally have figured it out.

Subject: Weather function

Posted by [Rikerwil](#) on Thu, 16 Dec 2004 11:16:12 GMT

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ok thx for the answer..that's fine....

singin in the rain it's ok ..not fighting in the rain

Subject: Weather function

Posted by [sterps](#) on Thu, 16 Dec 2004 23:11:47 GMT

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If you were to include that in another core patch the people that have that core patch wouldn't that make it not laggy?

Subject: Weather function

Posted by [icedog90](#) on Fri, 17 Dec 2004 01:10:28 GMT

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The myth of dynamic weather causing lag is not true.

Subject: Weather function

Posted by [trunkskgb](#) on Sat, 18 Dec 2004 00:32:08 GMT

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macWe included SSAOW into SSCP1 - you can turn Weather on/off and define the weather via server2.ini

We'll be releasing a new, improved (and fixed version [0 bug!]) pretty soon now.. finally have figured it out.

I have it turned off in the "server2" file I think it was...but it still is in effect. What can I do?
