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Subject: Some random question I thought up...  
Posted by [R315r4z0r](#) on Thu, 11 Oct 2007 19:44:14 GMT  
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Is it possible to make different areas of a map have different precipitation?

Like the map is divided in half. One half is a rainy grass area, and the other half is a snowy area.

Is it possible to set up script zones that in snows in the snow part, and rains in the rain part?

Or it doesn't even have to be two types. Is it possible to make it snow on only half of a map? Like your walking down a snow covered mountain. It is snowy on top, but not on the bottom? Or as you walk down, the snow falls less and less until it stops.

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Subject: Re: Some random question I thought up...  
Posted by [\\_SSnipe\\_](#) on Thu, 11 Oct 2007 23:42:49 GMT  
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hmm idk but it sounds cool ":D

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Subject: Re: Some random question I thought up...  
Posted by [IronWarrior](#) on Fri, 12 Oct 2007 00:20:27 GMT  
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joe937465 AKA SSnipe wrote on Thu, 11 October 2007 18:42hmm idk but it sounds cool ":D

Don't see why not, saw you could have different areas, like snow here, glassland here, sand here, whatever, the weather effects, don't know, maybe with some script.

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Subject: Re: Some random question I thought up...  
Posted by [R315r4z0r](#) on Fri, 12 Oct 2007 00:43:44 GMT  
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I know you can make different areas different climates... that is all about textures and ambient objects.

I just think that it be cool to have changing participation.

I know it is possible to change some weather effects, like on that map in APB where the Fog gets thicker and thicker as the map plays on.

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Subject: Re: Some random question I thought up...  
Posted by [nopol10](#) on Fri, 12 Oct 2007 09:35:17 GMT  
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Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain.

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Subject: Re: Some random question I thought up...  
Posted by [Oblivion165](#) on Fri, 12 Oct 2007 10:10:25 GMT  
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You can also make your own emitters to simulate weather conditions.

#### File Attachments

1) [Fall Enviroment.zip](#), downloaded 53 times

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Subject: Re: Some random question I thought up...  
Posted by [\\_SSnipe\\_](#) on Fri, 12 Oct 2007 14:10:54 GMT  
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would be cool if 5 minute swere summer then during the map the texures chaange on everything and then it snows and everything looks like a snowy day

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Subject: Re: Some random question I thought up...  
Posted by [R315r4z0r](#) on Fri, 12 Oct 2007 21:22:19 GMT  
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nopol10 wrote on Fri, 12 October 2007 05:35 Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain.

Not necessarily, you could make it so that only people within the zone see the snow.

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Subject: Re: Some random question I thought up...  
Posted by [GEORGE ZIMMER](#) on Sat, 13 Oct 2007 03:02:29 GMT  
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Emitters would probably be your best bet, because they're also alot more customizable.

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Subject: Re: Some random question I thought up...  
Posted by [Titan1x77](#) on Sat, 13 Oct 2007 07:20:21 GMT

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razorblade001 wrote on Fri, 12 October 2007 17:22  
nopol10 wrote on Fri, 12 October 2007 05:35  
Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain. Not necessarily, you could make it so that only people within the zone see the snow.

To quote jonwil, "not possible"

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