Subject: How do I disable the SSGM weather
Posted by iRANian on Mon, 02 Jul 2012 16:04:02 GMT
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^, I'm getting rain on Walls_Flying.

Subject: Re: How do I disable the SSGM weather
Posted by StealthEye on Mon, 02 Jul 2012 18:23:33 GMT
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I believe that's controlled by settings in ssgm.ini, right?

Subject: Re: How do I disable the SSGM weather
Posted by Ethenal on Mon, 02 Jul 2012 18:29:28 GMT
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StealthEye wrote on Mon, 02 July 2012 13:23I believe that's controlled by settings in ssgm.ini, right?
Yeah, I'm pretty sure that's it. I don't mean to jack his topic, but if I do a M02.ldd on my fds, it ALWAYS has snow on it. I've removed all the objects on the map, got rid of the startup script in the level settings, but it's still fucking snowing.

I presume I could set it manually with the engine weather commands in a DLL, but it would be nice to figure out why it keeps snowing for no reason...

P.S. The only reason snow is really that big of a deal is because it seems to lag the shit out of all our players after a while (including myself, and even people with far better computers than my own - it's obviously not very efficient). Rain and such seems to have little to no performance impact compared to snow, though.

Subject: Re: How do I disable the SSGM weather
Posted by Xpert on Tue, 03 Jul 2012 00:15:10 GMT
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Ethenal wrote on Mon, 02 July 2012 14:29StealthEye wrote on Mon, 02 July 2012 13:23I believe that's controlled by settings in ssgm.ini, right?
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In the per-map settings of ssgm.ini, set the M02 weathertype to none.