

---

Subject: Re: Script Request

Posted by [reborn](#) on Wed, 14 May 2008 09:48:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

```
typedef void (*_Set_Clouds) (float Cover,float Gloominess,float Transition);
typedef void (*_Set_Lightning) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_War_Blitz) (float Intensity,float StartDistance,float EndDistance,float
Heading,float Distribution,float Transition);
typedef void (*_Set_Wind) (float Heading,float Speed,float Variability,float Transition);
typedef void (*_Set_Rain) (float Density,float Transition,bool Unused);
typedef void (*_Set_Snow) (float Density,float Transition,bool Unused);
typedef void (*_Set_Ash) (float Density,float Transition,bool Unused);
typedef void (*_Set_Fog_Enable) (bool Enable);
typedef void (*_Set_Fog_Range) (float StartDistance,float EndDistance,float Transition);
```

---