
Subject: Re: Script Request

Posted by [EA-DamageEverything](#) on Wed, 14 May 2008 22:16:41 GMT

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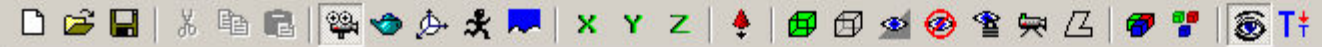
A helpful resource getting some values for the weather is LevelEdit. Make a new mod package, place a .lvl file into the levels dir and load up your mod.

The rest is shown in the picture. In LE click on EDIT -> Background settings and fiddle around with the values.

BTW back to the fog crate, I can help you with that. Thanks to Reborn, it's quite easy to create one based on his code.

File Attachments

1) [weather.jpg](#), downloaded 105 times



Background Settings

Music | Sky | Weather

Fog

Color:

Start: m

End: m

Lightning

None Lightning War Blitz

Intensity:

Start Distance:

End Distance:

Heading:

Distribution:

Precipitation

None Snow

Rain Volcanic ash

Density: particles/s /unit area

Wind

Heading:

Speed: m/s

Variability:

OK Abbrechen Übernehmen

