
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [danpaul88](#) on Thu, 03 Jul 2014 08:22:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

dblaney1 wrote on Thu, 03 July 2014 06:12A get_clouds, get_weather methods. There are set methods but unfortunately no way to get the current weather or the map's weather. Even just getting the maps default weather/clouds would be sufficient. This would be very useful for ion storm crates etc. Need a way to set it back to the original weather after the storm is done.

WeatherMgrClass::Get_* does that already
