
Subject: scripts.dll 1.5

Posted by [vloktboky](#) on Sun, 22 Feb 2004 01:34:44 GMT

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I've got some scripts relating to weather ready. A quick list and their descriptions:

KAK_Precipitation_Create - Creates precipitation when object script is attached to is created or destroyed.

KAK_Precipitation_Zone - Creates precipitation when object enters or leaves the zone script is attached to.

KAK_Wind_Create - Changes wind levels when object script is attached to is created or destroyed.

KAK_Wind_Zone - Changes wind levels when object enters or leaves the zone script is attached to.

KAK_Clouds_Create - Changes cloud settings when object script is attached to is created or destroyed.

KAK_Clouds_Zone - Changes cloud settings when object enters or leaves the zone script is attached to.

KAK_Lightning_Create - Creates lightning when object script is attached to is created or destroyed.

KAK_Lightning_Zone - Creates lightning when object enters or leaves the zone script is attached to.

KAK_Flowing_Weather - Creates dynamic weather on the map. Cloud level, wind, rain/snow/ash, and lightning are controlled to simulate real flowing weather.

If anyone has any ideas for other scripts on the basics of weather, post them.
