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Subject: WeatherType option

Posted by [Xpert](#) on Sun, 15 Jan 2012 23:25:12 GMT

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The old way, if you set the main weather type setting to "None", it disables all weather period, even if you set the weather type to something in the per map settings. That's not the case in SSGM 4.0. Even if you set the main setting to "None", weather still functions in per map settings.

I changed it myself, but can this be fixed in the next build?

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Subject: Re: WeatherType option

Posted by [StealthEye](#) on Sun, 15 Jan 2012 23:51:48 GMT

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But why is that desirable? Map settings should generally override global settings, so that the global settings serve as defaults only.

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Subject: Re: WeatherType option

Posted by [Jerad2142](#) on Sat, 21 Jan 2012 19:04:09 GMT

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StealthEye wrote on Sun, 15 January 2012 16:51But why is that desirable? Map settings should generally override global settings, so that the global settings serve as defaults only.

Yeah I agree with you StealthEye, global should be override by map specific, beings all you'd have to do to disable map specific is delete them.

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