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Subject: Some random question I thought up...

Posted by [R315r4z0r](#) on Thu, 11 Oct 2007 19:44:14 GMT

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Is it possible to make different areas of a map have different precipitation?

Like the map is divided in half. One half is a rainy grass area, and the other half is a snowy area.

Is it possible to set up script zones that in snows in the snow part, and rains in the rain part?

Or it doesn't even have to be two types. Is it possible to make it snow on only half of a map? Like your walking down a snow covered mountain. It is snowy on top, but not on the bottom? Or as you walk down, the snow falls less and less until it stops.

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