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.

Subject: Re: Some random question I thought up...
Posted by _SSnipe_ on Thu, 11 Oct 2007 23:42:49 GMT
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hmm idk but it sounds cool ":D

Subject: Re: Some random question I thought up...
Posted by IronWarrior on Fri, 12 Oct 2007 00:20:27 GMT
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joe937465 AKA SSnipe wrote on Thu, 11 October 2007 18:42hmm idk but it sounds cool ":D

Don't see why not, saw you could have different areas, like snow here, glassland here, sand here, whatever, the weather effects, don't know, maybe with some script.

Subject: Re: Some random question I thought up...
Posted by R315r4z0r on Fri, 12 Oct 2007 00:43:44 GMT
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I know you can make different areas different climates... that is all about textures and ambient objects.

I just think that it be cool to have changing participation.

I know it is possible to change some weather effects, like on that map in APB where the Fog gets thicker and thicker as the map plays on.

Subject: Re: Some random question I thought up...
Posted by nopol10 on Fri, 12 Oct 2007 09:35:17 GMT
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Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain.

Subject: Re: Some random question I thought up...
Posted by Oblivion165 on Fri, 12 Oct 2007 10:10:25 GMT
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You can also make your own emitters to simulate weather conditions.

File Attachments
1) Fall Enviroment.zip, downloaded 143 times

Subject: Re: Some random question I thought up...
Posted by _SSnipe_ on Fri, 12 Oct 2007 14:10:54 GMT
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whould be cool if 5 minute swere summer then during the map the texures chaange on everything and then it snows and everything looks like a snowy day

Subject: Re: Some random question I thought up...
Posted by R315r4z0r on Fri, 12 Oct 2007 21:22:19 GMT
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nopol10 wrote on Fri, 12 October 2007 05:35Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain.
Not necessarily, you could make it so that only people within the zone see the snow.

Subject: Re: Some random question I thought up...
Posted by GEORGE ZIMMER on Sat, 13 Oct 2007 03:02:29 GMT
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Emitters would probably be your best bet, because they're also alot more customizable.

Subject: Re: Some random question I thought up...
Posted by Titan1x77 on Sat, 13 Oct 2007 07:20:21 GMT

razorblade001 wrote on Fri, 12 October 2007 17:22nopol10 wrote on Fri, 12 October 2007 05:35Using scripts will make the stuff awry because once someone steps into a script zone at the top of the mountain (for example), everyone will start seeing snow and vice versa with the rain. Not necessarily, you could make it so that only people within the zone see the snow.

To quote jonwil, "not possible"