

Weather changer

The idea behind this scheme is to fix weather problems in underground areas (partial laboratory complexes, bunkers, caves, etc). Basically, you spawn weather changer, which is a space restrictor and then you define weather preset for this zone. If actor enters this zone, weather will be changed to the one you specified in logic. In that way, we can define weather effects for special places, for instance, in case of Sin base at Darkscape, we can define weather preset with some wind, sliding rocks and draining water sound effects with some dust particles etc. This also helps to exclude weather effects, like for instance rain, in such places.

The major drawback is that the whole underground area have to be included in weather changer space restrictor. You can however spawn several weather changers which sticks to each other and together cover the whole area – in that way weather will be changed each time player enters new restrictor, but it happens fast so no visual problems should be spotted.

Also remember that weather changer restrictor needs to be high enough to include whole area – to fix situation when player jumps and in that way – exits weather changer (so weather is reset back to level weather) and then when actor is falling down – weather is set by weather changer. In such situation odd visual effects can be seen.

Another problem to consider – weather changer restrictor which covers some underground area should not overflow to outdoor areas. This is important because if weather changer overflows to outdoor area it is possible that weather will be changed accidentally when actor walks above (outside) underground area. For instance when cave or bunker is placed under road, and if weather changer restrictor which is covering that underground area is overflowing to that road – weather will be changed if actor walks on that road.

So in short: weather changer restrictor must cover the whole underground area, but it cannot overflow it (unless area above/around that underground is not accessible, but it's just better not to overflow it).

To spawn weather changer, simply spawn space restrictor and add logic. Weather changer scheme accepts only one parameter ([weather](#)), which is name of weather preset to change once actor enters this restrictor. Default value is [indoor](#) but I think we can define better presets (indoor has some sounds which fits only to underground labs).

Here's an example of weather changer space restrictor – logic is the most important part (highlighted below):

```
[852]

; cse_abstract properties

section_name = space_restrictor

name = esc_sr_weather_changer

position = -148.328994750977,-30.0799999237061,-360.151000976563

direction = 0,0,0

; cse_alife_object properties
```

```
game_vertex_id = 17
distance = 0
level_vertex_id = 101513
object_flags = 0xffffffff3e
custom_data = <<END

[logic]
active = sr_weather

[sr_weather]
weather = indoor

END

; cse_shape properties
shapes = shape0
shape0:type = sphere
shape0:offset = 0,0,0
shape0:radius = 10

; cse_alife_space_restrictor properties
restrictor_type = 3
```

barin, 2010-06-26