

Ok Rain from start to finish from the editor

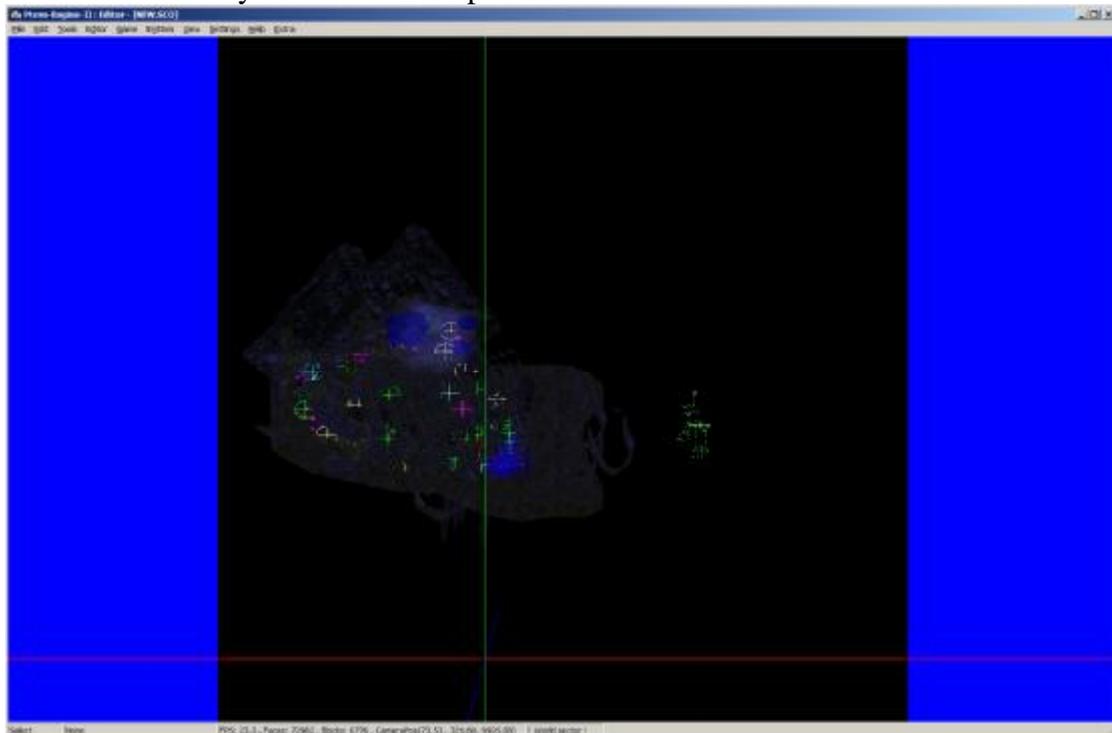
Step 1/ Editor>Level Bitmap View (The Screen display will change to show you your map from top view; At this point press [F1] on your keyboard (NOTE: If you already have a file called level.bmp in your folder you will get a message asking if you want to over right it click [yes])

Note: Try NOT to click on +/- in this view to make your map bigger or smaller in the view as when coming out of the view you might not see your map again and if you do then try to remember how many times you clicked on +/- as to go back to the first view you had before changing back to you edit view.

Important:

Also Note: the white dot needs to be in display area or the [F1] save bitmap will not save. The white dot you are looking for is the XYZ Blue Red Green lines where they cross is where you will find the white dot. if you don't see the colour lines then look close for the white dot as this id the part of the map you do not want to chage its colour.

Step 2/ Very important; you will get a message saying (Save complete, Please save the scene now) if you don't save your scene now then your rain might not work at all or it will rain everywhere on the map.



Step 3/ Editor>Level Bitmap View again to close out of that screen and back to your map edit view.

Step 4/ Editor>Level map View ""Not [Level Bitmap View]""

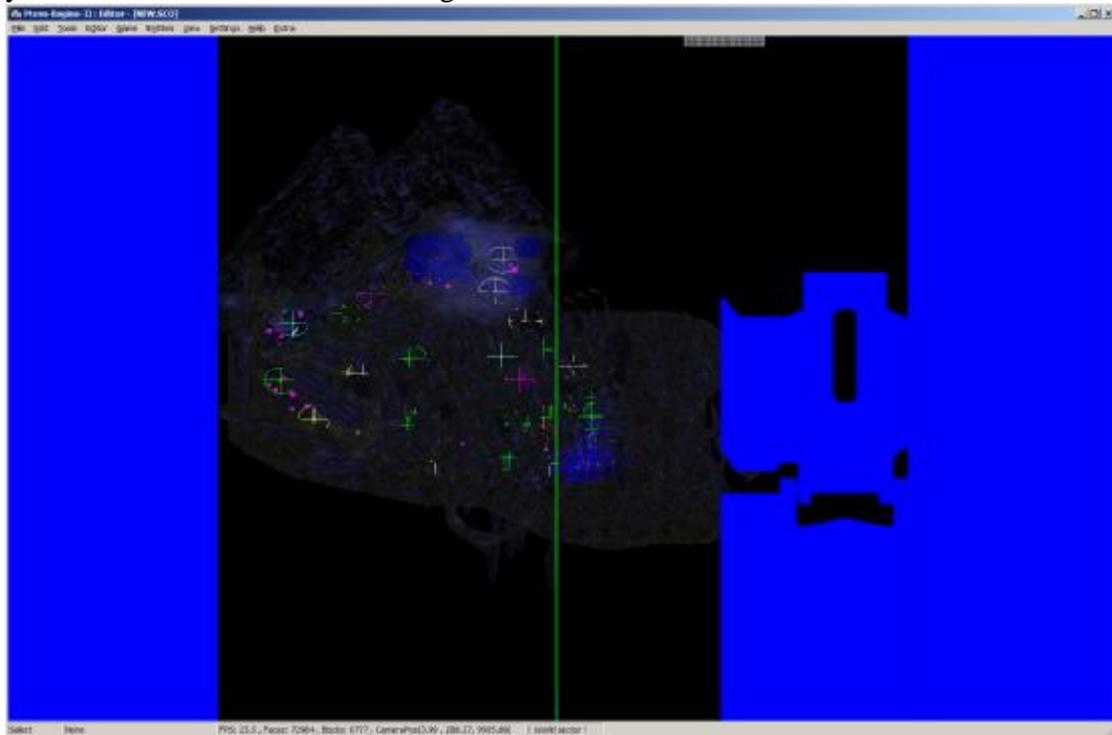
now move your map to how you want it to display on your players map chart for in game Air Stikes to work or to find your location in the map, Once done press your space bar once to take and save the screen shot to your data\map-name folder

you will see the blue part for your compass go away for 2 seconds then come back, this means the screen shot was taken and is now in your data\map-name folder.

Important:

Note Again: Try NOT to click on +/- in this view either to make your map bigger or smaller in the view as when coming out of the view you might not see your map again and if you do then try to remember how many times you clicked on +/- as to go back to the first view you had before changing back to you edit view.

your screen should look something like this



The Blue part coming into the map is your compass place when in game and you cannot see your location or do Air Strikes where your compass is, So do not put any part of your map under your compass.

Step 5/ Editor>Level map View ""Not [Level Bitmap View]"" to close that window and come back to your editor.

"When out of [Level Map View] You will more then likely not be in the same place you were before starting this but that's OK just navigate to where you want to and remember to save your scene again.

Step 6/ Now Close your editor and go to your map level\your-map-name\data\your-map-name. and in there you will see a image file called level.bmp
You now want to edit that file to select what area of the map you want rain and the area you don't want rain.

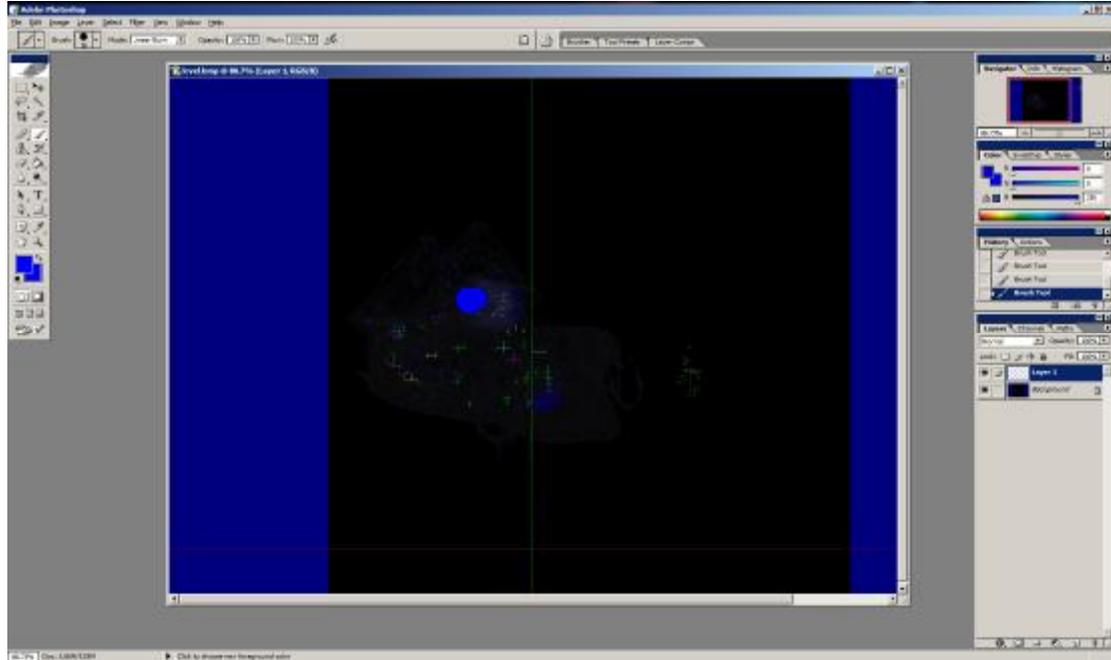
I am using PhotoShop but you can use what you like that will save .TGA files
I will not explain how to use photo shop but the I will explain the steps I am doing.

Step 7/ Once you have your level.bmp open [create a new layer].

In photo shop find your paintbrush tool and pick a size of the brush you want to use

then pick you blue colour by typing in the numbers on your colour chart TAB.
In this Tutorial I will use R=0, G=0, B=250, now paint on your map where you want it to rain.

Should look something like this

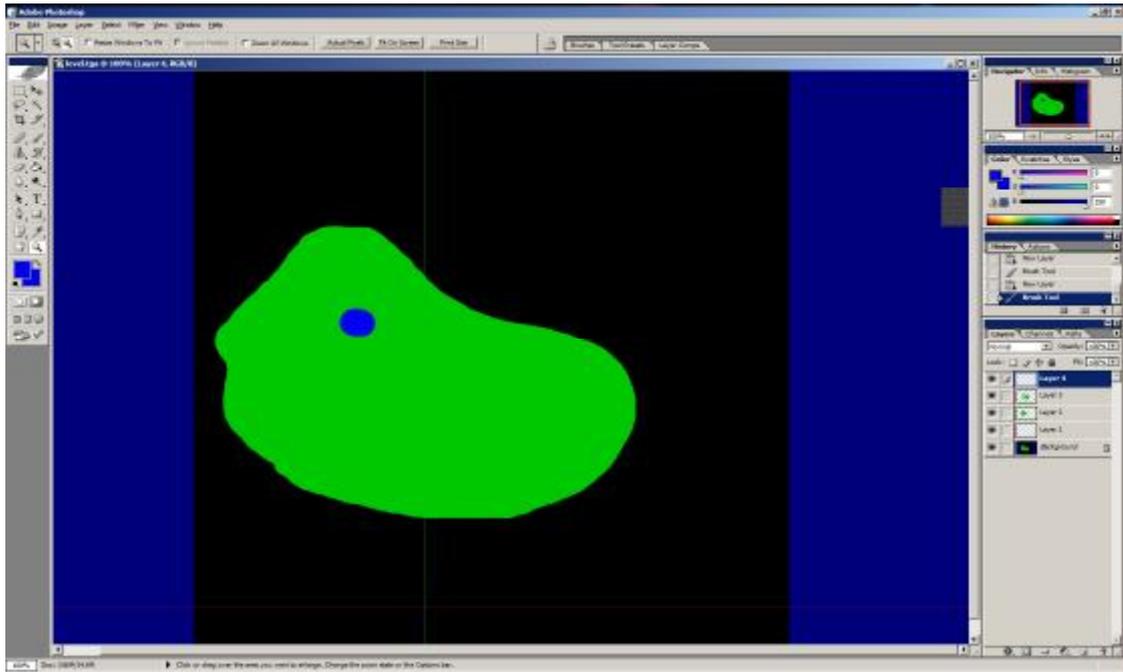


Now Change your paint brush colour to green, I will use R=0, G=0, B=200, I don't know if having 250 for both colours conflicts in game but I have found having both Blue 250 and green 250 my rain don't rain. and again [create a new layer].

Once you have picked your green & made a new layer, now colour the rest of your map.

to look something like this and save when asked with 24Bits/pixel

If you want to check after saving that the colour did not change a shade on save then just open your level.tga image and use the eyedrop to check there colours and if the colours did change you don't need to do it all again just use the nes number of the blue colour in your level.inin file that we will do next.



Step 8/ You can now delete the level.bmp

Now we have the TGA image done we need to setup the level.ini file

so again in the same place ""level\your-map-name\data\your-map-name""

you now need to make a file called level.ini if there isn't one already there and add some settings

NOTE: go to your dev_editor HELP and search for rain to use your own settings. play around with these settings once your done to make the rain into snow or however you want it to look.

```
// level stuff definition
```

```
RAIN_visibility= 20
```

```
RAIN_density= 1.0
```

```
//RAIN_area= area_id, appear_up, around_tolerance, wind_x, wind_y, wind_rnd, speed, intensity, drop_len, drop_width, color_r, color_g, color_b, color_a
```

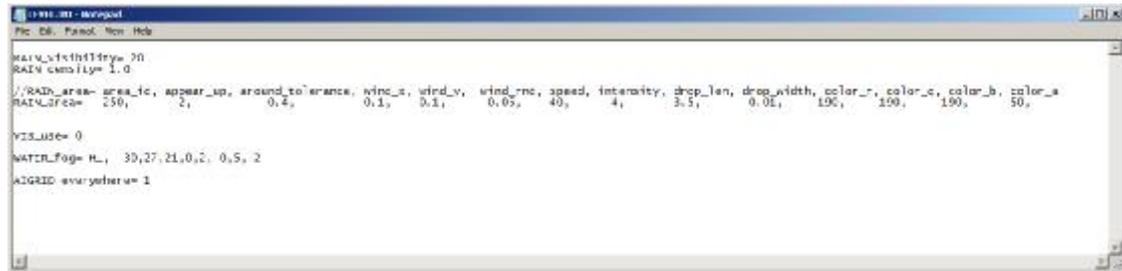
```
RAIN_area= 250, 2, 0.4, 0.1, 0.1, 0.05, 40, 4, 3.5, 0.01, 190, 190, 190, 50
```

```
VIS_use= 0
```

```
WATER_fog= H_, 30,27,21,0,2, 0,5, 2
```

```
// end of file
```

To look something like this



```
level.ini - Notepad
File Edit Format View Help
RAIN_vfcthttryw 20
RAIN_visibility 1.0
//RAIN_area- area_id, appear_up, around_tolerance, wind_x, wind_y, wind_rnc, speed, intensity, drop_len, drop_width, color_r, color_g, color_b, color_a
RAIN_area= 250, 2, 0.4, 0.1, 0.1, 0.05, 40, 4, 3.5, 0.01, 190, 190, 190, 50
VIS_use= 0
WATER_Fog= H, 30,27,21,0,2, 0.5, 2
ADGRID everywhere= 1
```

Now you can save and close the level.ini

Next remove rain.dat file if already in your folder as it will save all settings from last test and we want the new settings to work now.

Step 9/ The other map.bmp we saved at the beginning is in your Levels\your-map\data\your-map\mapfpv

you can edit this however you like, Add what clan your with some advertisement or the date the map was created but just don't cover your map it's self :)

Now you have done that save it as map.dds

NOTE: Now here is a tricky part I find this alone dose not always work and you need to create a *.txt file and rename it to map.dat and when finalizing your map the editor will re-save the map.dds as map.dat and it will work, you will see you map in the game.

Step 10/

Now open your dev_editor and open your map.SCO

Test your map by pressing [F8] and then [F9]

and if all goes well you should now have rain only were you want it to rain