

CDV Board - Need a little help with the weather  
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CDV Board (<http://www.cdv-board.de/english/index.php>)  
- Sudden Strike II (<http://www.cdv-board.de/english/forumdisplay.php?forumid=7>)  
-- Need a little help with the weather  
(<http://www.cdv-board.de/english/showthread.php?threadid=16602>)

Posted by Nickelgroover on 06-26-2003 05:33 PM:  
Need a little help with the weather  
Hey guys!

I'm new here and I've been fiddling about with some modding which I've never done before. Can anyone tell me how I can mod the Fog weather setting so that it looks like Night? I know that some of the Mods out there have this.

Thanks!

Posted by Magic touch on 06-26-2003 05:37 PM:  
on the editor map definition, weather,

Rain, fog, snow or normal.

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Super tools...  
Instant MOD 2.3 MB  
SS2 units editor, can modify all attribut of units.  
SS2 units editor 1.5 ..... NEW.....  
another one smart editor units  
Winsue editor V1.31 complete with sue and unsue  
  
Decompile allready map of SS2 and edit with your editor  
MapConverter 1.0.3.2  
  
and new version Mapconverter 1.0.4(on test)  
and the 1.0.4.1

Posted by Nickelgroover on 06-27-2003 04:12 PM:  
What I mean is how can I change the parameters of the fog weather setting so that it looks like night instead of fog. Where can I find the files that I have to edit to do this?

Posted by Max\_Otto von Stirlitz on 06-27-2003 09:34 PM:  
Try to edit MISC\weather  
It is simple to understand. 4 params (digits) - RGB triad and density.

Remember about FG editor bug: if u wanna rain then check fog box

Posted by Magic touch on 06-27-2003 09:56 PM:  
cool

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Posted by Nickelgroover on 06-28-2003 05:09 PM:

Thanx. I'll give it a go.

Posted by FROGGY76600 on 06-28-2003 08:01 PM:

Max

Interesting but where to find MISC and how to edit weather conditions in order to change ?

Tks

Posted by Max\_Otto von Stirlitz on 06-29-2003 10:29 AM:

Unsue desc\_common.sue > go to \_\_DESC\_COMMON.SUE\MISC\weather

Use simple text editor (Notepad) to edit some digits > sue \_\_DESC\_COMMON.SUE\  
back to desc\_common.sue > run editor > create mission > check rain (snow, fog)  
box > save as .ssm > run game > enjoy

All times are BST +1 hour. The time now is 11:27 PM.

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