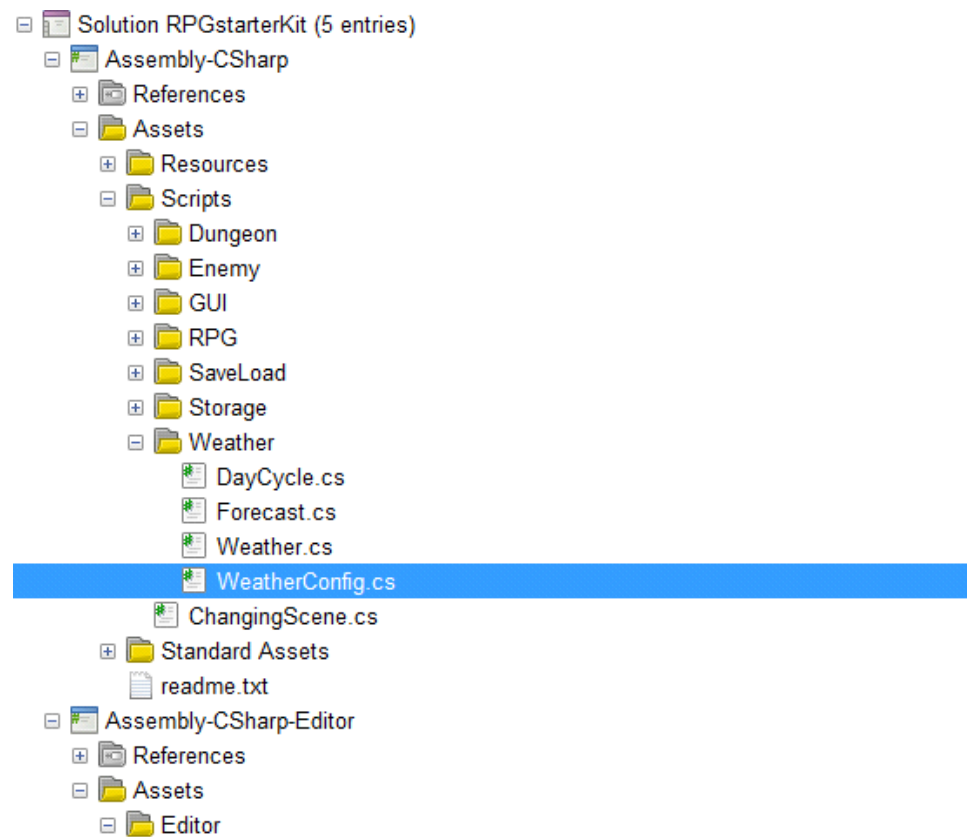


RPG starter kit – Weather config

Weather config is file allowing configuring weather and day cycle. Here, you can set intensity of rain, fog, day's length etc.



sunRise –sunset is calculated due to day rotation, sunrise and day modifier
gameDayInMinutes – time that game day lasts (in minutes) in real time

blendingTimeInMinutes – time between night and day switch

DayLongerThanNight – how many times day is longer than night (1,2 = day is twenty percent longer than night, meaning day lasts 14 hours and 20 minutes, while night lasts 9 hours and 40 minutes)

Start game time (this example would be 7th of august, 5:00, year 2011)

StartGameDay - 7

StartMonth - 8

StartHour - 5

StartMInute - 0

StartYear – 2011

Rain

ChanceToRain – chance it will start to rain

ChanceToContinueRain – chance the rain will continue

MaximumRainIntensity – maximal rain's intensity

MinimumRainIntensity – minimal rain's intensity

RainChangeTime – when the rain reaches its maximal intensity

Fog

ChanceToFog – chance that fog will appear

ChanceToContinueRain – chance the fog will continue

FogStartHour – when fog starts

FogEndHour – when fog ends

MaximumRainIntensity – maximal fog's intensity

MinimumRainIntensity – minimal fog's intensity

RainChangeTime – when the fog reaches its maximal intensity