

Weather (EM4)

Definierte Funktionen

Quellcode

```
1. namespace Weather
2. {
3. void SetHail(bool hail_); //Ab Version 1.3
4. bool GetHail(); //Ab Version 1.3
5. void SetRainIntensity(float intensity_);
6. float GetRainIntensity();
7. void SetSnowIntensity(float intensity_);
8. float GetSnowIntensity();
9. void SetFogIntensity(float intensity_);
10. float GetFogIntensity();
11. void SetFogColor(int component_, unsigned char value_);
12. unsigned char GetFogColor(int component_);
13. void SetStormIntensity(float intensity_);
14. float GetStormIntensity();
15. void SetStormSpeed(float speed_);
16. float GetStormSpeed();
17. void SetFlashIntensity(float intensity_);
18. float GetFlashIntensity();
19. void SetFlashNow();
20. bool IsFlashing();
21. void SetRainVisible(bool visible_);
22. void SetFogVisible(bool visible_);
23. void SetSnowVisible(bool visible_);
24. void SetStormVisible(bool visible_);
25. void SetFlashVisible(bool visible_);
26. bool IsRainVisible();
27. bool IsFogVisible();
28. bool IsSnowVisible();
29. bool IsStormVisible();
30. bool IsFlashVisible();
31. }
```

Alles anzeigen

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