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Announcements

**Site Relunched** 10/13/2016

Welcome back to BFEEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det

**Enabling weathereffects**[Sign in to follow this](#)

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Started by Harry, June 10, 2006

92 posts in this topic

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Harry

Advanced Member

**Moderators**

0

588 posts

Posted June 10, 2006 (edited) · [Report post](#)

Yeah, Battlefield finally has native support for lightning! and it's very easy to enable (tweakign requires a bit more work). Rain is also an option, but only for those with the debugger as the normal game doesnt support it (yet, I hope)(I'm talking about native support, not custom effects).

So far I only have a sound, some flashing in the sky and tweakable timings, no texture nor color effects (plain white). BF does require a lightning texture to be present but so far I havent seen it (maybe the flash hides the texture). Ill just give the commands I know that actually did something to get it to work.

First we need to setup a nice lightning sound. Grab your favorite lightningsound and make sure the game can read it (mine was 44kHz, 16 bit mono). The sound template could look like this:

```
ObjectTemplate.create Sound S_Lightning_strike  
ObjectTemplate.modifiedByUser "Harry"
```

```
ObjectTemplate.lowSamples 2147483647  
ObjectTemplate.mediumSamples 2147483647  
ObjectTemplate.soundFilename "Common/Sound/Weath  
ObjectTemplate.minDistance 1  
ObjectTemplate.halfVolumeDistance 3
```

I think the game is only concerned with the filename and the halfVolumeDistance, which needs to be atleast 3. Anyway, having the sound ready, lets setup our lightning. I put my lightningcode in the Init.con file of my map. The code could look like this:

```
weatherManager.lightningSFXName S_Lightning_stri  
weatherManager.lightningSFXDelay 0.5  
weatherManager.lightningDuration 0.15  
weatherManager.skyblendOutTime 0.5  
weatherManager.lightningMinInterval 3  
weatherManager.lightningMaxInterval 6  
weatherManager.doubleStrikeProbability 0.75  
weatherManager.doubleStrikeMinDelay 0.01  
weatherManager.doubleStrikeMaxDelay 0.4  
weatherManager.stormEnabled 1
```

lightningSFXName will tell the game what soundfile to use when the thunder has to be played.

lightningSFXDelay will tell the game how long to wait before the sound is played after a strike

lightningDuration will tell how long the full white flash will last in the sky

skyblendOutTime will tell the game how long it takes for the flash to blend out and disappear.

the total time youll see whitesky is the time of lightningDuration and skyblendOutTime combined

lightningMinInterval will tell the game the minimum time between 2 strikes

lightningMaxInterval will tell the game the maximum time between 2 strikes

doubleStrikeProbability will tell the game what chance of a double striek there is. A double strike actually means 3

flashes in total. All strikes will behave the same as one single strike, it just happens a bit more often

doubleStrikeMinDelay will give the minimum amount of time between the first and second, or second and third strike of a doublestrike

doubleStrikeMaxDelay will give the maximum amount of time between the first and second, or second and third strike of a doublestrike

stormEnabled will tell the game to show the lightning or not.

Except for SFXName (string) and stormEnabled (boolean) all values are floats.

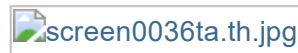
Thats it, this will bring some lightning into your map/game/mod.

Screensies:

before (I know, operation clean sweep would have suited better I guess)



after (already blending out)



Notice the rain is debugger only. To enable rain in the debugger like mine, add this code to init.con:

```
rainManager.particleCount 5000
rainManager.particleColor 0/1/1/0.5
rainManager.particleVelocity -2/-40/0
rainManager.particleSpeed 20
rainManager.fadeOutRange 0.3
rainManager.setTexture Common/Textures/rain.dds
rainManager.enabled 1
```

5000 particles and no framedrop for me:) Thats the power of bf2 rain, but its unavailable:(

Edit: its in the skydome settings. Will try to look at it later.
Knows commands for skyDome:

lightingBlend float

lightingColor Vec3

Edited June 10, 2006 by Harry

JONES

Member



Members

● 0

328 posts

Gender:Male

Location:Austria

Posted June 10, 2006 · [Report post](#)

That sounds really cool, i will try to figure it out 😊

xeqtr544

Member



Members

● 0

144 posts

Location:slovakia

Posted June 10, 2006 · [Report post](#)

snow and rain doesnt work here

my code in init.con

rainManager.particleCount 5000

rainManager.particleColor 0/1/1/0.5

rainManager.particleVelocity -2/-40/0

rainManager.particleSpeed 20

rainManager.fadeOutRange 0.3

rainManager.setTexture Common/Textures/snow.dds

rainManager.enabled 1

CheetahShrk

Advanced Member



Members

● 0

Posted June 10, 2006 · [Report post](#)

It only works in the debugger of bf2 😊

546 posts
Gender:Male

xeqtr544

Member



Members

● 0

144 posts

Location:slovakia

Posted June 10, 2006 (edited) · [Report post](#)

agrh

i think that someone should make tutorial how to create rain and snow effect ... PLEASE

Edited June 10, 2006 by xeqtr544**Rhino**

Expert



Members

● 0

1,107 posts

Gender:Male

Location:UK

Posted June 11, 2006 · [Report post](#)

n1, i will try this tomoz 😊

CheetahShrk

Advanced Member



Members

● 0

546 posts

Gender:Male

Posted June 11, 2006 · [Report post](#)✓ **xeqtr544 said:**

agrh

i think that someone should make tutorial how to create rain and snow effect ... PLEASE

the only way is in the debugger 😊 it's a dice work in progress.

xeqtr544

Member

Posted June 11, 2006 · [Report post](#)



Members
● 0
144 posts
Location:slovakia

but EOD has rain ... i think that this is possible but i dont know how maybe someone will know

Harry

Advanced Member



Moderators
● 0
588 posts

Posted June 11, 2006 · [Report post](#)



The EoD rain is probably an emitter above the soldier/vehicle. The particles have a rain texture and are faced towards the camera. To ensure less lag, you can put more raindrops per particle to reduce the amount of particles needed. You could also add a collisionmesh to the particles so it won't rain inside, but that can cause extreme physicslag.

xeqtr544

Member



Members
● 0
144 posts
Location:slovakia

Posted June 11, 2006 · [Report post](#)



ok and how to do that

Squirrely

Newbie



Members
● 0

Posted June 11, 2006 · [Report post](#)



There isn't a lightning texture, so to say. It is all held in the skydome's alpha channel. Check out Operation Harvest's skydome, and go to the alpha channel (harvest_sky.dds). Within the alpha is where "lightning" should be placed... however it is only capable of flashes, and not a full fledged storm (or so it appears so). White = flash, black = nothing.

11 posts
Location:403
Interests:Creating

zuquan1

Member



Members



248 posts

Gender:Male

Interests:MMA

Posted June 13, 2006 (edited) · [Report post](#)



I would like to place some lightning into my map, I assume all maps have equal rights for it since its built into the editor, or will I(and those that recieve the map) need AF for it to work?

also I assume the code for the lightning sounds goes in the ambientObjects.con? Under ambient triggers, or ambient sounds?

also were in the init.con would it be best to place the code, anywhere? or before level setting, after?

edit: nevermind, sounddogs has a nice collection 🤔

Edited June 13, 2006 by zuquan1

wolfi

Member



Members



292 posts

Gender:Male

Location:Germany

Interests:modding the hell out of those games (and playing guitar while waiting for the map to load)

Posted June 13, 2006 · [Report post](#)



I figured that out a while ago with operation harvest.

If you want to lit up several areas in your skybox,

make a black alpha channel in the skybox texture and make the light areas white.

You can even add a "real" lightning. My edited operation harvest file:

```
weatherManager.stormEnabled 1
weatherManager.lightningMaxInterval 30
weatherManager.lightningMinInterval 10
weatherManager.lightningDuration 0.2
weatherManager.lightningScale 25/1250
weatherManager.lightningColor 0.85/0.95/1/1
weatherManager.lightningMinPos -650/0/650
weatherManager.lightningMaxPos -400/0/400
weatherManager.lightningBlendOutTime 0.5
weatherManager.lightningPertubation 20
weatherManager.lightningSegments 25
weatherManager.inFadeSegments 5
weatherManager.lightningGroundPenetration 60
```

```

weatherManager.doubleStrikeProbability 0.5
weatherManager.doubleStrikeMinDelay 0.3
weatherManager.doubleStrikeMaxDelay 0.75

SkyDome.lightingColor 0.7/0.75/0.8

rem ----- Sound -----
weatherManager.lightningSFXDelay 1
weatherManager.lightningSFXName S_Thunder_Sound

```

Didnt know rain was possible tho 🤔

But why, oh why, is it just available in the debugger 😊

Where did you find the rainmanager lines?

Harry

Advanced Member



Moderators

0

588 posts

Posted June 13, 2006 · [Report post](#)



In the debugger, lol. Go to console and press Tab, you get all the neat stuff then:)

zuiquan1

Member



Members

0

248 posts

Gender: Male

Interests: MMA

Posted June 13, 2006 · [Report post](#)



If I were to copy wolfi's code and put it in my init.con would the effect still work, were in the init.con should I put it?

I tried putting both Harry and wolfi'd code at the end if the init but that gives me a crash ingame 🤔

Harry

Posted June 13, 2006 · [Report post](#)



Advanced Member



Moderators

● 0

588 posts

Did you add the sound template? Without the sound the game will crash after a flash. Set the sfxdelay high and if the crash is delayed, something is wrong with your sfx

zuiquan1

Member



Members

● 0

248 posts

Gender:Male

Interests:MMA

Posted June 13, 2006 (edited) · [Report post](#)

alright Ive added a sound and I can get the effects working on my map 😊

right know it just makes the entire sky flash white for a few seconds, doesnt look exactly like lightning, but most likely I can get the effect I want through some tweaking of everything

thanks for the help harry

Edited June 13, 2006 by zuiquan1**CheetahShrk**

Advanced Member



Members

● 0

546 posts

Gender:Male

Posted June 13, 2006 · [Report post](#)

Might be missing something for the lightning as there is a lightning texture that is new in the common client files.

zuiquan1

Member

Posted June 13, 2006 (edited) · [Report post](#)

edit: here are some screens of it-

before-



Members
● 0
248 posts
Gender:Male
Interests:MMA

during strike-



edit again: wait I was wrong there is an actual lightning strike but you can barely see it 🤔

is there any way to make the flash smaller on it so I can actually see it.

well I got the sound to work, but my lightning still doesnt look right, is there anyway to change the color of the strike aswell?

Edited June 15, 2006 by zuiquan1

squopher8x9x8x7

Member



Members
● 0
116 posts
Location:Tx

Posted June 15, 2006 · [Report post](#)



one strange thing happens to me when i put in that code though. when i try to jump off of something, it does the normal thing when falling. no use of anything but you can still look around. but i will be stuck i mid air it still has the falling sound and i can look around but thats it.

zuiquan1

Member



Members
● 0
248 posts
Gender:Male
Interests:MMA

Posted June 15, 2006 · [Report post](#)



what type of surface were you jumping onto, also how long did this last?

I think this could be unrelated, I cant see how this code would do that 🤔

zuiquan1

Member



Posted June 15, 2006 · [Report post](#)





Members
● 0
248 posts
Gender:Male
Interests:MMA

▼ **wolfi said:**

I figured that out a while ago with operation harvest.

If you want to lit up several areas in your skybox,
make a black alpha channel in the skybox texture and
make the light areas white.

You can even add a "real" lightning. My edited
operation harvest file:

what do you mean by a "Black alpha channel", how would I
go about doing this, and how could I add real lightning to my
map.

could any of these effects be done without the operation
harvest sky files?

Shipwreck

Member



Members
● 0
131 posts

Posted June 15, 2006 (edited) · [Report post](#)

▼ **zuiquan1 said:**

what do you mean by a "Black alpha channel", how
would I go about doing this, and how could I add real
lightning to my map.

could any of these effects be done without the
operation harvest sky files?

I think what he is saying is that you have to save your skies
texture as a DTX5 interpolated alpha and the alpha chan will
be all black except where you want the lightening texture to
show up. I'm pretty sure that the skies are saved as DTX1
(no alpha.) so you would have to create a new sky with an
alpha chan.

Its too bad you couldnt do something like the framed effects
where you could have several lightening strikes in say 9
frames and it would randomly select one of the frames to
"light up" a certain lightening strike.

Edited June 15, 2006 by Shipwreck

zuiquan1

Member

Posted June 15, 2006 (edited) · [Report post](#)



Members
● 0
248 posts
Gender:Male
Interests:MMA

Shipwreck said:

I think what he is saying is that you have to save your skies texture as a DTX5 interpolated alpha and the alpha chan will be all black except where you want the lightening texture to show up. I'm pretty sure that the skies are saved as DTX1 (no alpha.) so you would have to create a new sky with an alpha chan.

edit:Ive painted the alpha channel on my sky black(*dont know if I should have but heh*) than Ive saved as DTX5, havent tested anything yet but we will see.

Ive also found the texture for the lightning, I assume ive I put my own texture in it will show up ingame.....I hope

edit: well Ive tested it ingame and nothing has changed 😊

will keep fooling with things.....

Edited June 15, 2006 by zuiquan1

wolfi

Member



Members
● 0
292 posts
Gender:Male
Location:Germany
Interests:modding the hell out of those games (and playing guitar while waiting for the map to load)

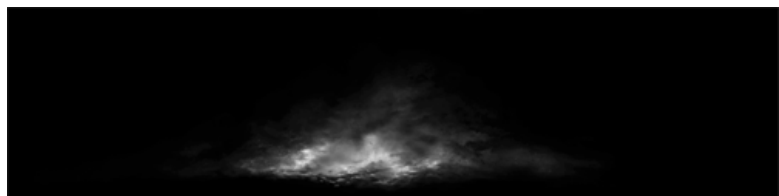
Posted June 15, 2006 · [Report post](#)

Take operation harvest for example.

Thats what the sky looks like:



And thats the alpha channel of the file:



Only the white area is going to be lit up by the lightning.

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