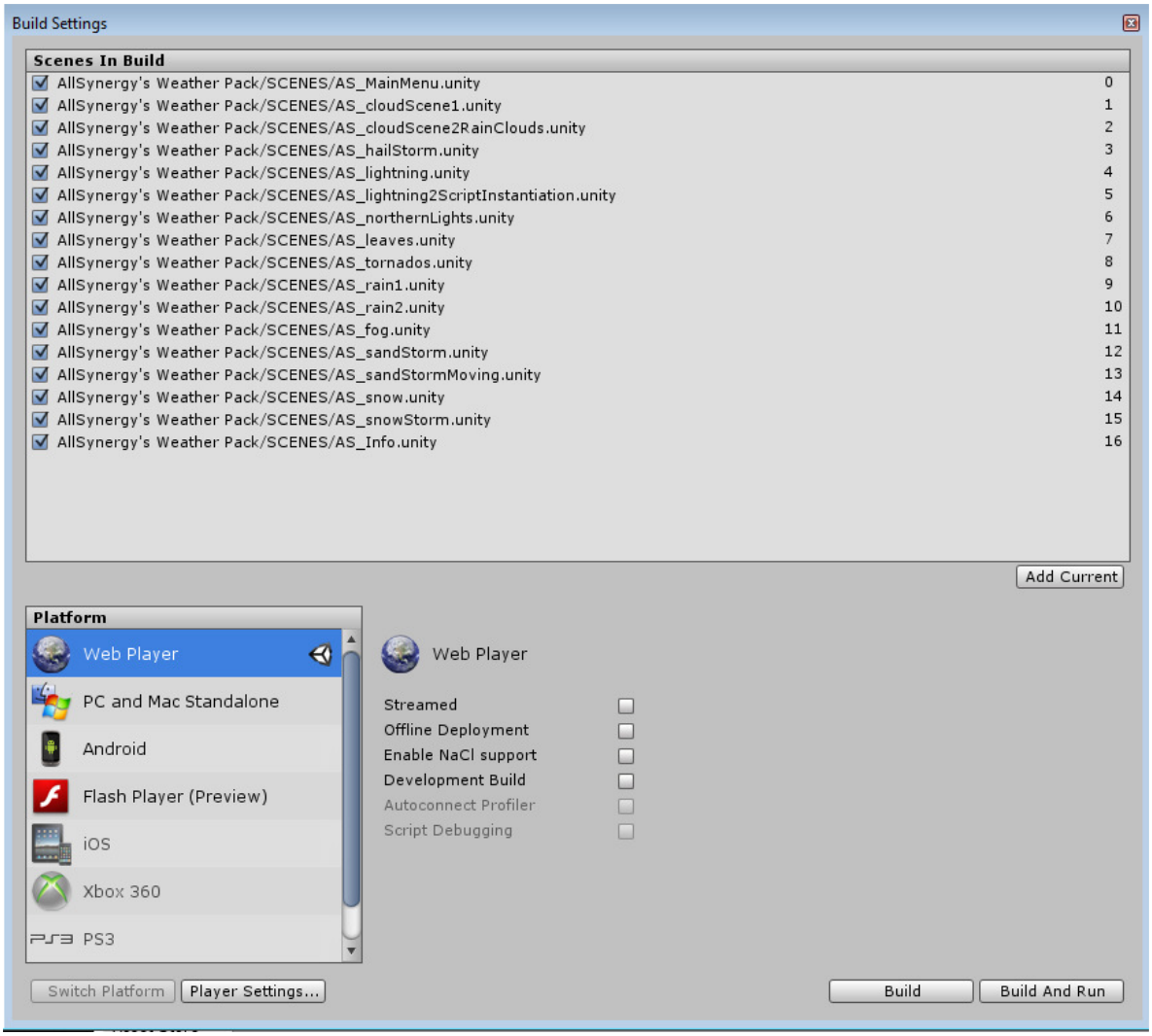
Big thanks for buying AllSynergy's Weather Pack

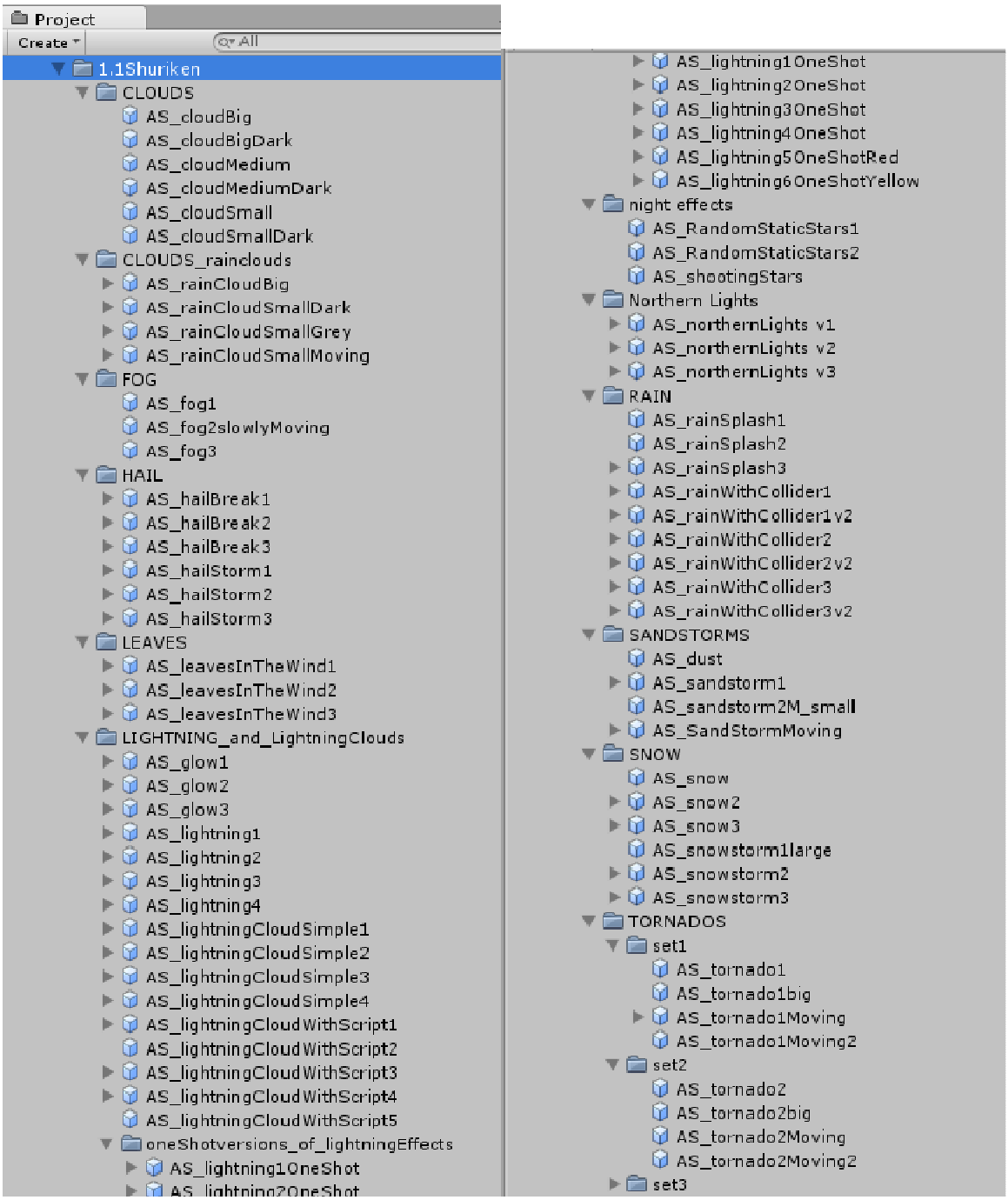
I hope you'll find effects useful in your projects. Note that this is 1.1 version and during year 2012 you'll get at least updates 1.1(done now), 1.2, 1.3 and 1.4 (if you have bought from any location you should be entitled to updates).

V. 1.1 updated every effect to Shuriken versions and added more + made some old effects better.

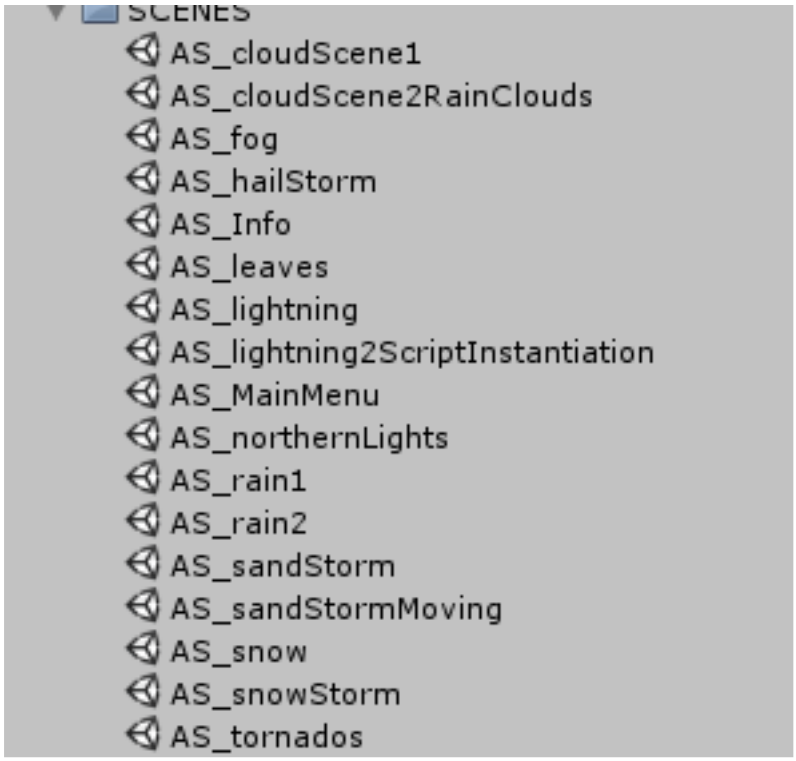
IMPORTANT!
TO GET MAINMENU WORK:
Change BUILD SETTINGS: File-->Build Settings (drag scenes with mouse to order seen in the screenshot).



Prefabs are located in the PREFABS-folder.



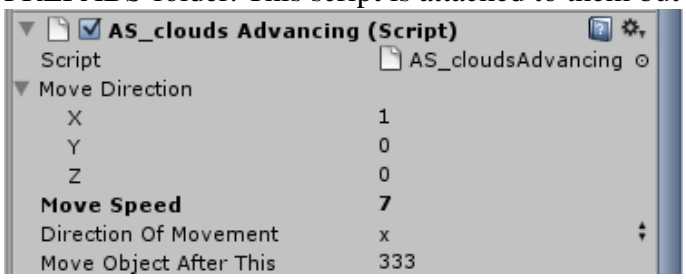
Example scenes example scenes are located in SCENES-folder. Please look how they are done.



Scripts are located in SCRIPTS-folder. I have tried to comment them quite a bit. If questions, just ask. Note that in some cases you may actually not need the script (like with the moving clouds.. the script is there only because I wanted clouds to move in my demoscene so if you don't need it, just remove it).

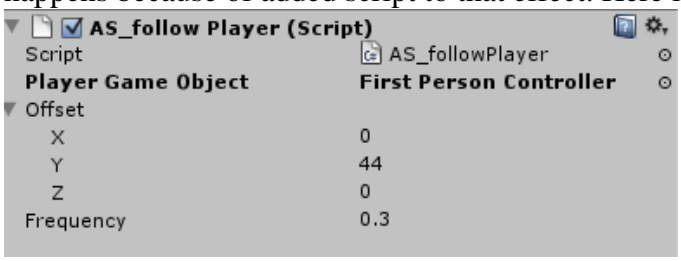
Scenes:

- **AS_cloudScene1 demoscene** (clouds have AS_cloudsAdvancing script)
Shows different white clouds moving from one part of the scene to other.... after defined distance (variable moveObjectAfterThis) clouds will move back to beginning with some randomization. You may NOT need this script as it is here only because I wanted the clouds to move a little bit. So you may want to remove script and move (or not move) clouds in some other way. In the screenshot you can see that cloud is moving to X-direction with speed of 7 and after it reaches x-level of 333 it jumps back to starting position (with slight randomization). Cloud prefabs can be found from PREFABS-folder. This script is attached to them but if not needed just remove it.



- **AS_cloudScene2RainClouds demoscene**
Shows different rain clouds with rain effect. When hitting ground splash-effect is instantiated (you can choose from couple of different splash effects... prefabs are available as well). One of the rainclouds is moving (with VERY simple script) and the rain moves with the cloud. You can found raincloud prefabs from the PREFABS-folder.

- **AS_hailStorm demoscene**
Shows hailstorm effect. 2 of the effects are staying put and one is following the player. Following happens because of added script to that effect. Here is small screenshot of public values.



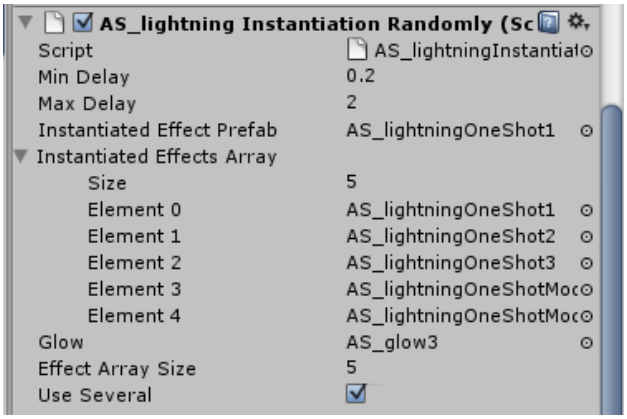
You should choose which GameObject the effect follows (in the screenshot the effect follows "First Person Controller" and usually you would want it to follow player). Here "Offset" is put to x=0, y=44, z=0 which means that effect (hailstorm particle effect) follows First Person Controller but is 44 higher than player (because we want the storm cloud and the entire effect to be higher than player so it can rain down). Frequency is just a time value (how often position is changed so effect seems to be following). Just to save some performance you can see how high you can put the value.

- **AS_lightning demoscene**
This scene shows lightning clouds. No script here so lightning effect is not random. You can find prefabs of lightning clouds (or just lightning effects) from the PREFABS-folder. Some of the "lightning clouds" has rain effect included. Rain effect works pretty much same way as in other scenes... you can choose rain "splash/hit" effect if you want. You should be able to see how it is

done by studying demoscene. If you have problems you can ask of course.

- **AS_lightning2ScriptInstantiation demoscene** (uses AS_lightningInstantiationRandomly script)

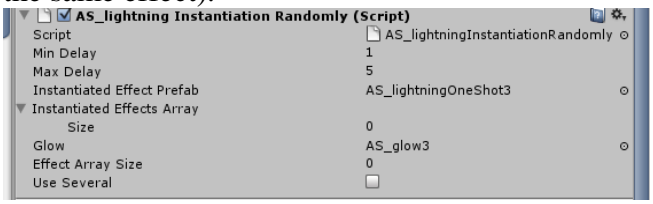
Lightning effects are instantiated randomly. In the PREFABS-folder there are ready prefabs but if you need to do it from the start:



1) add script AS_lightningInstantiationRandomly to a cloud (where you want lightning effect)
2) drag some lightning effect from PREFABS-folder to "Instantiated Effect Prefab" (must be one-shot version of the lightning so use one-shot versions which can be found from the "lightning-prefabs"-folder... there is subfolder for one-shot versions)
3) drag some glow-effect to "Glow" (AS_glow1, AS_glow2, AS_glow3 or use your own).

Note that if you want to use more than one lightning-effect randomly you can check "Use Several" and add an array of different lightning-effects. In the screenshot there are 5 different lightning effects added. They instantiate randomly (one of the five randomly), here between delay of 0.2 - 2 second. You can change the delay values of course.

The second screenshot shows how to use only one lightning effect so it is always the same (with some size randomization only so even then it doesn't always look exactly the same all the time). Or you could just define array of one and use Element 0 to get the same.. just remember that size and Effect Array Size should be the same). Now lightning strikes randomly every 1-5 seconds (always the same effect).



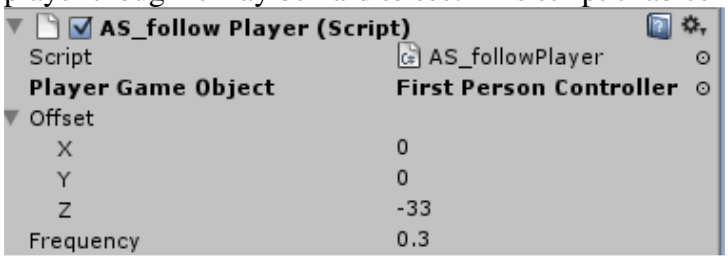
AS_northernLights1 demoscene
Star sky (random stars), shooting stars randomly and Northern Sky effect up in the sky.

AS_northernLights2 demoscene
Star sky (random stars), shooting stars randomly and my second attempt to catch northern lights effect.

AS_northernLights3 demoscene
Another northern sky scene with couple of extra tests. Not all the tests may look great so just

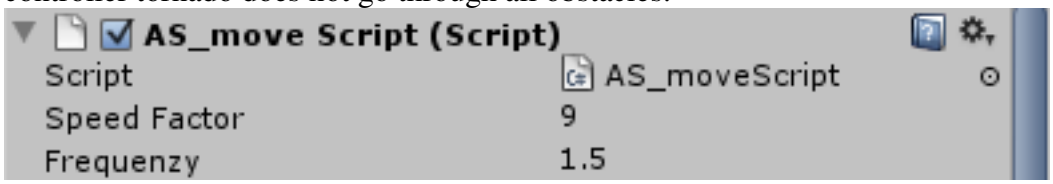
disable which to show and which not (remove from prefab or disable mesh renderer).

AS_leaves
Three different effects... effects 1 and 2 remain at on spot and third effect actually follows the player though it may be hard to see. This script enables following:



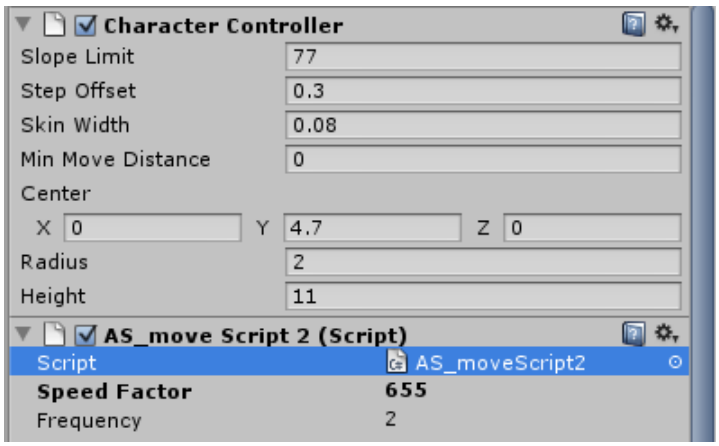
You should choose which GameObject the effect follows (in the screenshot the effect follows "First Person Controller" and usually you would want it to follow player). Here "Offset" is put to x=0, y=0, z=-33 which means that effect follows First Person Controller but is -33 from the player on Z-axis (leaves are flying fast from that direction towards player now). Frequency is just a time value (how often position is changed so effect seems to be following). Just to save some performance you can see how high you can put the value.

AS_tornados
3 set of tornados (each set has 4 slightly different tornado effect). Always 2 tornado in any set use script to move the tornado. There is 2 different script, one which goes through any obstacle and one which uses character controller (remember to add that component to tornado object). With character controller tornado does not go through all obstacles.



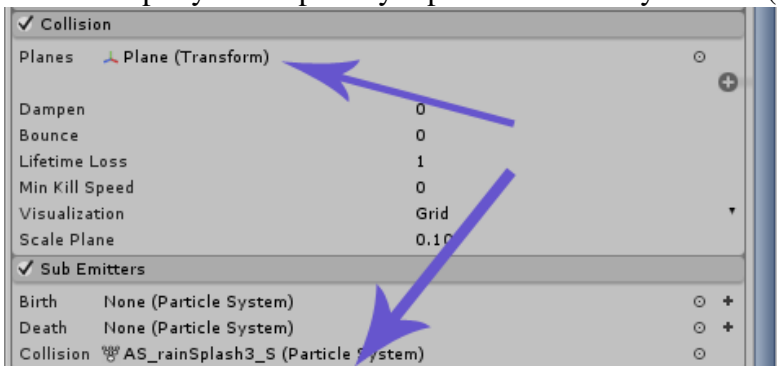
This first script only dictates speed (9 here) and how often tornado changes direction (move direction changes here always after 1.5 seconds... random direction). You can randomise this time (Frequenzy value) and it is already slightly randomized if you want to look script (so it is not always exactly 1.5 second).

Below is screenshot from second script (and picture of Character Controller as well). So speed factor here is 655 (you can use quite high numbers here) and tornado changes direction to some new random direction every 2 seconds (that time is slightly randomized as well.. look script if you want to alter randomization values)

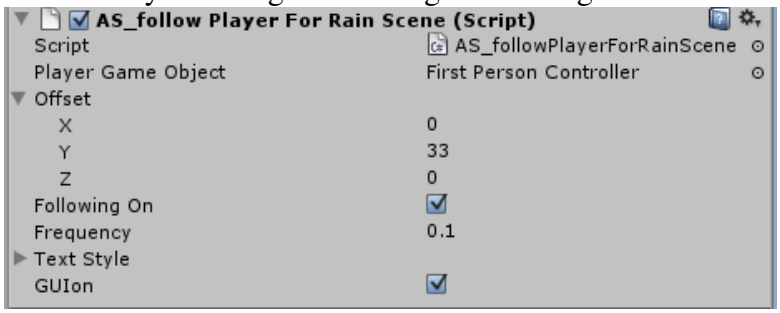


AS_fog
Three different fog effects. Just use GUI-buttons to select which one is shown.

AS_rain1 demoscene
Rain particle effect examples here. Each 3 has slightly different "hit/splash" effect when rain hits ground. With Shuriken you now has to select which plane/s collides with the rain. In screenshot you see those 2 spot you have to take into account if you want "splashes" to work when rain hits ground/water.... actually prefabs should already has Sub Emitter selected so you only need to select Collision Plane(s). This is slight extra work with new Shuriken version but it's not too bad. To Collision spot you can put any "splash/hit" effect you want (3 prefab ready or use your own).

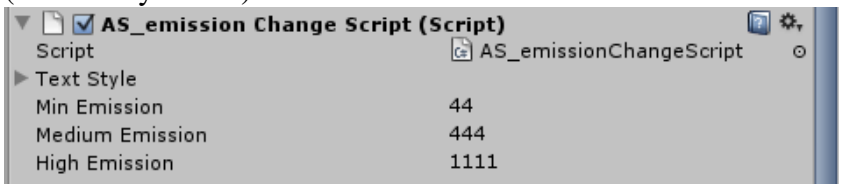


Next scripts are quite optional (just remove them if no need for them).
AS_followPlayerForRainScene is script which makes rain follow player or whatever GameObject you put to "Player Game Object" spot (here "First Person Controller"). You can enable following or disable it by checking/unchecking "Following On" box.



Uncheck "Following On" and rain stays where it is. Offset is for putting effect to right place (here rain particle effect goes 33 above player because we put 33 to Y-spot). Frquency is just time value (how often is checked that effect follows player). GUIon just disables/enables GUI-texts.

One of the effects also has this script which only gives you ability to change rains emission rate (how heavy rain is). You can test different values.



AS_rain2 demoscene
With Shuriken this is now pretty much same as AS_rain1 demoscene. Rain looks more intense perhaps and you can select couple of different versions of the effect with GUI-buttons.

AS_sandStorm demoscene
This scene shows 2 sandstorm effect. They are somewhat different and size difference is also quite much. The effect rotates heavily but stays on same position otherwise (you could of course move it yourself with some script...).

AS_sandStormMoving demoscene
Fast moving sandstorm effect here (use GUI buttons to see it). Also in the distance 2 sandstorms are moving slowly (they use same script as tornado's so nothing new here).

AS_snow demoscene
3 slightly different snow effects. Two of the effects also has cloud with them. With "Effect3" snow stays some time on the ground. With Shuriken effects you now have to select collision plane so select particle effect ---> select Collision --> to "Planes" spot select your plane where snow can hit (otherwise snow just go through everything).

No script added to effects by default but if you want snow effect to follow the player (or any object) you can use same script which is seen in rain scenes (AS_followPlayerForRainScene) or use script AS_followPlayer .

Or if you want snow effect to move to just random direction you could use script which some tornado's and sandstorms are using (AS_moveScript). Just put quite high number to frequency so it doesn't change direction all the time.

AS_cloudMoveSimple or AS_cloudsAdvancing are other scripts which are for simple cloud movements so they could also be used.

AS_snowStorm demoscene
This is pretty much like AS_sandStormMoving scene in a way... effect (particles) move quit fast. 3 different versions.

Last version follows the player so you can't escape it. It uses AS_moveScript.

If you still have questions then just email (ovaskainen@zoho.com).

Next version (1.2) with some new effects and likely some of the old ones get better as well. Remember to get the free update when it's ready.