

# ARS Weather System

API Manual

version 1.5.1



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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

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<a href="#">UnityStandardAssets.ImageEffects</a> . . . . .	9



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Editor	
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MonoBehaviour	
PostEffectsBase_U4 . . . . .	18
GlobalFog_U4 . . . . .	16
PostEffectsBase_U5 . . . . .	19
UnityStandardAssets.ImageEffects.GlobalFog_U5 . . . . .	17
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DustElement . . . . .	11
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ThunderAndLightningElement . . . . .	22
WeatherSystem . . . . .	36
UnitSphere . . . . .	27
WeatherUtilities . . . . .	44





## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Class for Dust Storm . . . . .	11
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Class for Fog Element . . . . .	12
<a href="#">GlobalFog_U4</a> . . . . .	16
<a href="#">UnityStandardAssets.ImageEffects.GlobalFog_U5</a> . . . . .	17
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## Chapter 4

# File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

DustElement.cs	45
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## Chapter 5

# Namespace Documentation

### 5.1 Package UnityStandardAssets

#### Namespaces

- package [ImageEffects](#)

### 5.2 Package UnityStandardAssets.ImageEffects

#### Classes

- class [GlobalFog\\_U5](#)



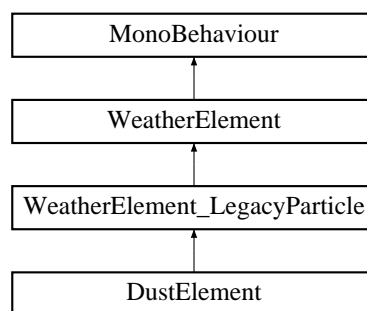
## Chapter 6

# Class Documentation

### 6.1 DustElement Class Reference

Class for Dust Storm

Inheritance diagram for DustElement:



#### Public Member Functions

- override void [Initialize](#) ()  
*Used to initialize Dust element*
- override void [Transition](#) (bool fadeIn)
- override void [Reset](#) ()

#### Protected Member Functions

- override void [Start](#) ()
- override void [Update](#) ()

#### Properties

- Color [DustColor](#) [get, set]  
*Gets or sets the color of the dust.*

#### 6.1.1 Detailed Description

Class for Dust Storm

## 6.1.2 Member Function Documentation

### 6.1.2.1 override void DustElement.Initialize ( ) [virtual]

Used to initialize Dust element

Reimplemented from [WeatherElement](#).

### 6.1.2.2 override void DustElement.Reset ( ) [virtual]

Reimplemented from [WeatherElement](#).

### 6.1.2.3 override void DustElement.Start ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.1.2.4 override void DustElement.Transition ( bool fadeIn ) [virtual]

Reimplemented from [WeatherElement](#).

### 6.1.2.5 override void DustElement.Update ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

## 6.1.3 Property Documentation

### 6.1.3.1 Color DustElement.DustColor [get],[set]

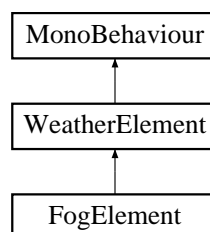
Gets or sets the color of the dust.

The color of the dust.

## 6.2 FogElement Class Reference

Class for Fog Element

Inheritance diagram for FogElement:



### Public Member Functions

- override void [Initialize](#) ()  
*Used to initialize Fog element*
- override void [Transition](#) (bool fadeIn)



*Used to transitionally fade Fog element*

- override void [Reset](#) ()

## Protected Member Functions

- override void [Start](#) ()
- override void [Update](#) ()

## Properties

- [GlobalFog\\_U5 GlobalFogScript](#) [get, set]  
*Gets or sets the global fog script.*
- bool [DistanceFog](#) [get, set]  
*Gets or sets a value indicating whether to use distance fog.*
- bool [UseRadialDistance](#) [get, set]  
*Gets or sets a value indicating whether to use radial distance fog.*
- bool [HeightFog](#) [get, set]  
*Gets or sets a value indicating whether to use height fog.*
- float [HeightDensity](#) [get, set]  
*Gets or sets the global fog height density.*
- float [FogStartOffset](#) [get, set]  
*Gets or sets the start offset of the fog.*
- float [GlobalFogHeight](#) [get, set]  
*Gets or sets the height of the global fog.*
- Color [FogColor](#) [get, set]  
*Gets or sets the color of the global fog.*
- bool [UseGlobalFog](#) [get, set]  
*Gets or sets a value indicating whether to use global fog.*
- float [FogFadeScale](#) [get, set]  
*Gets or sets the fog fade scale.*
- float [FogStartDistance](#) [get, set]  
*Gets or sets the fog start distance.*
- float [FogEndDistance](#) [get, set]  
*Gets or sets the fog end distance.*
- float [FogDensityMin](#) [get, set]  
*Gets or sets the fog density minimum.*
- float [FogDensityMax](#) [get, set]  
*Gets or sets the fog density maximum.*
- FogMode [FogModeUsed](#) [get, set]  
*Gets or sets the fog mode used.*

### 6.2.1 Detailed Description

Class for Fog Element

### 6.2.2 Member Function Documentation

#### 6.2.2.1 override void FogElement.Initialize ( ) [virtual]

Used to initialize Fog element

Reimplemented from [WeatherElement](#).

---

**6.2.2.2** override void FogElement.Reset ( ) [virtual]

Reimplemented from [WeatherElement](#).

**6.2.2.3** override void FogElement.Start ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

**6.2.2.4** override void FogElement.Transition ( bool *fadeIn* ) [virtual]

Used to transitionally fade Fog element

Reimplemented from [WeatherElement](#).

**6.2.2.5** override void FogElement.Update ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

## 6.2.3 Property Documentation

**6.2.3.1** bool FogElement.DistanceFog [get],[set]

Gets or sets a value indicating whether to use distance fog.

true if use distance fog; otherwise, false.

**6.2.3.2** Color FogElement.FogColor [get],[set]

Gets or sets the color of the global fog.

The color of the global fog.

**6.2.3.3** float FogElement.FogDensityMax [get],[set]

Gets or sets the fog density maximum.

The fog density maximum.

**6.2.3.4** float FogElement.FogDensityMin [get],[set]

Gets or sets the fog density minimum.

The fog density minimum.

**6.2.3.5** float FogElement.FogEndDistance [get],[set]

Gets or sets the fog end distance.

The fog end distance.

**6.2.3.6** float FogElement.FogFadeScale [get],[set]

Gets or sets the fog fade scale.

The fog fade scale.

---

**6.2.3.7 FogMode FogElement.FogModeUsed** [get], [set]

Gets or sets the fog mode used.

The fog mode used.

**6.2.3.8 float FogElement.FogStartDistance** [get], [set]

Gets or sets the fog start distance.

The fog start distance.

**6.2.3.9 float FogElement.FogStartOffset** [get], [set]

Gets or sets the start offset of the fog.

The fog start offset.

**6.2.3.10 float FogElement.GlobalFogHeight** [get], [set]

Gets or sets the height of the global fog.

The height of the global fog.

**6.2.3.11 GlobalFog\_U5 FogElement.GlobalFogScript** [get], [set]

Gets or sets the global fog script.

The global fog script.

**6.2.3.12 float FogElement.HeightDensity** [get], [set]

Gets or sets the global fog height density.

The global fog height density.

**6.2.3.13 bool FogElement.HeightFog** [get], [set]

Gets or sets a value indicating whether to use height fog.

true if use height fog; otherwise, false.

**6.2.3.14 bool FogElement.UseGlobalFog** [get], [set]

Gets or sets a value indicating whether to use global fog.

true if use global fog; otherwise, false.

**6.2.3.15 bool FogElement.UseRadialDistance** [get], [set]

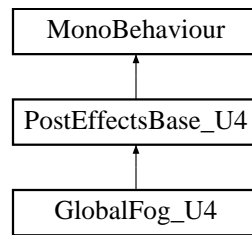
Gets or sets a value indicating whether to use radial distance fog.

true if use radial distance fog; otherwise, false.

---

## 6.3 GlobalFog\_U4 Class Reference

Inheritance diagram for GlobalFog\_U4:



### Public Types

- enum `FogMode` { `FogMode.AbsoluteYAndDistance` = 0, `FogMode.AbsoluteY` = 1, `FogMode.Distance` = 2, `FogMode.RelativeYAndDistance` = 3 }

### Public Attributes

- `FogMode fogMode` = `FogMode.AbsoluteYAndDistance`
- float `startDistance` = 200.0f
- float `globalDensity` = 1.0f
- float `heightScale` = 100.0f
- float `height` = 0.0f
- Color `globalFogColor` = `Color.grey`
- Shader `fogShader` = null

### Protected Member Functions

- override bool `CheckResources` ()

### Additional Inherited Members

#### 6.3.1 Member Enumeration Documentation

##### 6.3.1.1 enum GlobalFog\_U4.FogMode

Enumerator

***AbsoluteYAndDistance***

***AbsoluteY***

***Distance***

***RelativeYAndDistance***

#### 6.3.2 Member Function Documentation

##### 6.3.2.1 override bool GlobalFog\_U4.CheckResources ( ) [protected],[virtual]

Reimplemented from [PostEffectsBase\\_U4](#).

### 6.3.3 Member Data Documentation

6.3.3.1 FogMode GlobalFog\_U4.fogMode = FogMode.AbsoluteYAndDistance

6.3.3.2 Shader GlobalFog\_U4.fogShader = null

6.3.3.3 float GlobalFog\_U4.globalDensity = 1.0f

6.3.3.4 Color GlobalFog\_U4.globalFogColor = Color.grey

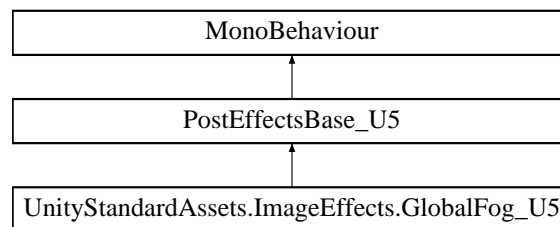
6.3.3.5 float GlobalFog\_U4.height = 0.0f

6.3.3.6 float GlobalFog\_U4.heightScale = 100.0f

6.3.3.7 float GlobalFog\_U4.startDistance = 200.0f

## 6.4 UnityStandardAssets.ImageEffects.GlobalFog\_U5 Class Reference

Inheritance diagram for UnityStandardAssets.ImageEffects.GlobalFog\_U5:



### Public Attributes

- bool [distanceFog](#) = true
- bool [useRadialDistance](#) = false
- bool [heightFog](#) = true
- float [height](#) = 1.0f
- float [heightDensity](#) = 2.0f
- float [startDistance](#) = 0.0f
- Shader [fogShader](#) = null

### Protected Member Functions

- override bool [CheckResources](#) ()

### Additional Inherited Members

#### 6.4.1 Member Function Documentation

6.4.1.1 override bool UnityStandardAssets.ImageEffects.GlobalFog\_U5.CheckResources ( ) [protected], [virtual]

Reimplemented from [PostEffectsBase\\_U5](#).

## 6.4.2 Member Data Documentation

6.4.2.1 `bool UnityStandardAssets.ImageEffects.GlobalFog_U5.distanceFog = true`

6.4.2.2 `Shader UnityStandardAssets.ImageEffects.GlobalFog_U5.fogShader = null`

6.4.2.3 `float UnityStandardAssets.ImageEffects.GlobalFog_U5.height = 1.0f`

6.4.2.4 `float UnityStandardAssets.ImageEffects.GlobalFog_U5.heightDensity = 2.0f`

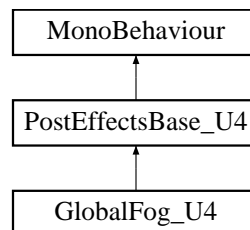
6.4.2.5 `bool UnityStandardAssets.ImageEffects.GlobalFog_U5.heightFog = true`

6.4.2.6 `float UnityStandardAssets.ImageEffects.GlobalFog_U5.startDistance = 0.0f`

6.4.2.7 `bool UnityStandardAssets.ImageEffects.GlobalFog_U5.useRadialDistance = false`

## 6.5 PostEffectsBase\_U4 Class Reference

Inheritance diagram for PostEffectsBase\_U4:



### Protected Member Functions

- Material [CheckShaderAndCreateMaterial](#) (Shader s, Material m2Create)
- Material [CreateMaterial](#) (Shader s, Material m2Create)
- bool [CheckSupport](#) ()
- virtual bool [CheckResources](#) ()
- void [Start](#) ()
- bool [CheckSupport](#) (bool needDepth)
- bool [CheckSupport](#) (bool needDepth, bool needHdr)
- bool [Dx11Support](#) ()
- void [ReportAutoDisable](#) ()
- bool [CheckShader](#) (Shader s)
- void [NotSupported](#) ()
- void [DrawBorder](#) (RenderTexture dest, Material material)

### Protected Attributes

- bool [supportHDRTextures](#) = true
- bool [supportDX11](#) = false
- bool [isSupported](#) = true

## 6.5.1 Member Function Documentation

6.5.1.1 `virtual bool PostEffectsBase_U4.CheckResources ( ) [protected], [virtual]`

Reimplemented in [GlobalFog\\_U4](#).

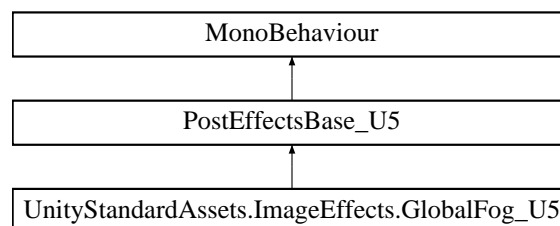
- 6.5.1.2 `bool PostEffectsBase_U4.CheckShader ( Shader s )` [protected]
- 6.5.1.3 `Material PostEffectsBase_U4.CheckShaderAndCreateMaterial ( Shader s, Material m2Create )` [protected]
- 6.5.1.4 `bool PostEffectsBase_U4.CheckSupport ( )` [protected]
- 6.5.1.5 `bool PostEffectsBase_U4.CheckSupport ( bool needDepth )` [protected]
- 6.5.1.6 `bool PostEffectsBase_U4.CheckSupport ( bool needDepth, bool needHdr )` [protected]
- 6.5.1.7 `Material PostEffectsBase_U4.CreateMaterial ( Shader s, Material m2Create )` [protected]
- 6.5.1.8 `void PostEffectsBase_U4.DrawBorder ( RenderTexture dest, Material material )` [protected]
- 6.5.1.9 `bool PostEffectsBase_U4.Dx11Support ( )` [protected]
- 6.5.1.10 `void PostEffectsBase_U4.NotSupported ( )` [protected]
- 6.5.1.11 `void PostEffectsBase_U4.ReportAutoDisable ( )` [protected]
- 6.5.1.12 `void PostEffectsBase_U4.Start ( )` [protected]

## 6.5.2 Member Data Documentation

- 6.5.2.1 `bool PostEffectsBase_U4.isSupported = true` [protected]
- 6.5.2.2 `bool PostEffectsBase_U4.supportDX11 = false` [protected]
- 6.5.2.3 `bool PostEffectsBase_U4.supportHDRTextures = true` [protected]

## 6.6 PostEffectsBase\_U5 Class Reference

Inheritance diagram for PostEffectsBase\_U5:



### Protected Member Functions

- Material [CheckShaderAndCreateMaterial](#) (Shader s, Material m2Create)
  - Material [CreateMaterial](#) (Shader s, Material m2Create)
  - bool [CheckSupport](#) ()
  - virtual bool [CheckResources](#) ()
  - void [Start](#) ()
  - bool [CheckSupport](#) (bool needDepth)
  - bool [CheckSupport](#) (bool needDepth, bool needHdr)
  - bool [Dx11Support](#) ()
  - void [ReportAutoDisable](#) ()
  - bool [CheckShader](#) (Shader s)
-

- void [NotSupported](#) ()
- void [DrawBorder](#) (RenderTexture dest, Material material)

### Protected Attributes

- bool [supportHDRTextures](#) = true
- bool [supportDX11](#) = false
- bool [isSupported](#) = true

## 6.6.1 Member Function Documentation

6.6.1.1 virtual bool [PostEffectsBase\\_U5.CheckResources](#) ( ) [protected], [virtual]

Reimplemented in [UnityStandardAssets.ImageEffects.GlobalFog\\_U5](#).

6.6.1.2 bool [PostEffectsBase\\_U5.CheckShader](#) ( Shader *s* ) [protected]

6.6.1.3 Material [PostEffectsBase\\_U5.CheckShaderAndCreateMaterial](#) ( Shader *s*, Material *m2Create* ) [protected]

6.6.1.4 bool [PostEffectsBase\\_U5.CheckSupport](#) ( ) [protected]

6.6.1.5 bool [PostEffectsBase\\_U5.CheckSupport](#) ( bool *needDepth* ) [protected]

6.6.1.6 bool [PostEffectsBase\\_U5.CheckSupport](#) ( bool *needDepth*, bool *needHdr* ) [protected]

6.6.1.7 Material [PostEffectsBase\\_U5.CreateMaterial](#) ( Shader *s*, Material *m2Create* ) [protected]

6.6.1.8 void [PostEffectsBase\\_U5.DrawBorder](#) ( RenderTexture *dest*, Material *material* ) [protected]

6.6.1.9 bool [PostEffectsBase\\_U5.Dx11Support](#) ( ) [protected]

6.6.1.10 void [PostEffectsBase\\_U5.NotSupported](#) ( ) [protected]

6.6.1.11 void [PostEffectsBase\\_U5.ReportAutoDisable](#) ( ) [protected]

6.6.1.12 void [PostEffectsBase\\_U5.Start](#) ( ) [protected]

## 6.6.2 Member Data Documentation

6.6.2.1 bool [PostEffectsBase\\_U5.isSupported](#) = true [protected]

6.6.2.2 bool [PostEffectsBase\\_U5.supportDX11](#) = false [protected]

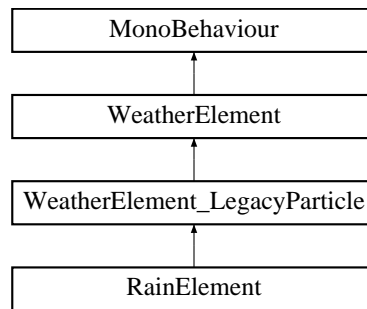
6.6.2.3 bool [PostEffectsBase\\_U5.supportHDRTextures](#) = true [protected]

## 6.7 RainElement Class Reference

Class for Rain Element

Inheritance diagram for RainElement:





### Public Member Functions

- override void [Initialize](#) ()  
*Used to initialize the Rain element*
- override void [Reset](#) ()

### Protected Member Functions

- override void [Start](#) ()
- override void [Update](#) ()
- override void [LateUpdate](#) ()

### Properties

- float [SplashEnergy](#) [get, set]  
*Gets or sets the splash energy of rain particles.*
- Transform [SplashObject](#) [get, set]  
*Gets or sets the splash object prefab.*
- Color [RainColor](#) [get, set]  
*Gets or sets the color of the rain.*
- Color [RainColorMin](#) [get, set]  
*Gets or sets the rain color minimum.*

#### 6.7.1 Detailed Description

Class for Rain Element

#### 6.7.2 Member Function Documentation

##### 6.7.2.1 override void RainElement.Initialize ( ) [virtual]

Used to initialize the Rain element

Reimplemented from [WeatherElement](#).

##### 6.7.2.2 override void RainElement.LateUpdate ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

---

**6.7.2.3** `override void RainElement.Reset ( ) [virtual]`

Reimplemented from [WeatherElement](#).

**6.7.2.4** `override void RainElement.Start ( ) [protected],[virtual]`

Reimplemented from [WeatherElement](#).

**6.7.2.5** `override void RainElement.Update ( ) [protected],[virtual]`

Reimplemented from [WeatherElement](#).

## 6.7.3 Property Documentation

**6.7.3.1** `Color RainElement.RainColor [get],[set]`

Gets or sets the color of the rain.

The color of the rain.

**6.7.3.2** `Color RainElement.RainColorMin [get],[set]`

Gets or sets the rain color minimum.

The rain color minimum.

**6.7.3.3** `float RainElement.SplashEnergy [get],[set]`

Gets or sets the splash energy of rain particles.

The splash energy of rain particles.

**6.7.3.4** `Transform RainElement.SplashObject [get],[set]`

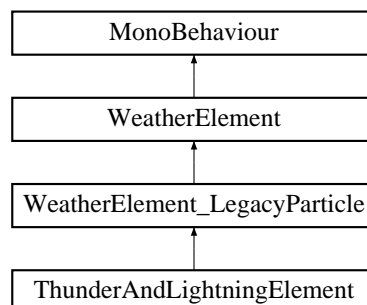
Gets or sets the splash object prefab.

The splash object prefab.

## 6.8 ThunderAndLightningElement Class Reference

Class for Thunder and Lightning Elements

Inheritance diagram for ThunderAndLightningElement:



## Public Member Functions

- override void [Initialize](#) ()  
*Used to initialize Thunder and Lightning elements*

## Public Attributes

- GameObject [branch](#)

## Protected Member Functions

- override void [Start](#) ()
- override void [Update](#) ()
- override void [FixedUpdate](#) ()

## Properties

- Color [LightningColor](#) [get, set]  
*Gets or sets the color of the lightning.*
  - bool [DoLightningGlow](#) [get, set]  
*Gets or sets a value indicating whether [do lightning glow].*
  - float [LightningGlowWidth](#) [get, set]  
*Gets or sets the width of the lightning glow.*
  - Color [LightningGlowColor](#) [get, set]  
*Gets or sets the color of the lightning glow.*
  - float [LightningOriginGlowWidth](#) [get, set]  
*Gets or sets the width of the lightning origin glow.*
  - Color [LightningOriginGlowColor](#) [get, set]  
*Gets or sets the color of the lightning origin glow.*
  - float [LightningFlashIntensity](#) [get, set]  
*Gets or sets the lightning flash intensity.*
  - float [MinTimeBetweenStrikes](#) [get, set]  
*Gets or sets the minimum time between strikes.*
  - float [MaxTimeBetweenStrikes](#) [get, set]  
*Gets or sets the maximum time between strikes.*
  - float [LightningWidth](#) [get, set]  
*Gets or sets the width of the lightning.*
  - float [LifeTime](#) [get, set]  
*Gets or sets the life time of the lightning.*
  - float [InnerConeAngle](#) [get, set]  
*Gets or sets the inner cone angle.*
  - float [OuterConeAngle](#) [get, set]  
*Gets or sets the outer cone angle.*
  - float [MaxLightningHitDistance](#) [get, set]  
*Gets or sets the maximum lightning hit distance.*
  - int [NumVertices](#) [get, set]  
*Gets or sets the number of vertices in the lightning bolt.*
  - float [RangeMin](#) [get, set]  
*Gets or sets the minimum XZ range of the lightning end point from the start point.*
  - float [RangeMax](#) [get, set]
-

- Gets or sets the maximum XZ range of the lightning end point from the start point.*

  - float [MaxDeviation](#) [get, set]

*Gets or sets the maximum deviation of the lightning vertices.*
- float [NonStrikeLength](#) [get, set]

*Gets or sets the length of a non strike.*
- int [MinNumBranchVerts](#) [get, set]

*Gets or sets the minimum number branch verts.*
- int [MaxNumBranchVerts](#) [get, set]

*Gets or sets the maximum number branch verts.*
- float [MinBranchLength](#) [get, set]

*Gets or sets the minimum length of the branch.*
- float [MaxBranchLength](#) [get, set]

*Gets or sets the maximum length of the branch.*
- float [MaxBranchDeviation](#) [get, set]

*Gets or sets the maximum branch deviation.*
- float [BranchStartPercentage](#) [get, set]

*Gets or sets the branch start percentage.*
- int [BranchSpacing](#) [get, set]

*Gets or sets the branch spacing.*

### 6.8.1 Detailed Description

Class for Thunder and Lightning Elements

### 6.8.2 Member Function Documentation

6.8.2.1 `override void ThunderAndLightningElement.FixedUpdate ( )` [protected],[virtual]

Reimplemented from [WeatherElement](#).

6.8.2.2 `override void ThunderAndLightningElement.Initialize ( )` [virtual]

Used to initialize Thunder and Lightning elements

Reimplemented from [WeatherElement](#).

6.8.2.3 `override void ThunderAndLightningElement.Start ( )` [protected],[virtual]

Reimplemented from [WeatherElement](#).

6.8.2.4 `override void ThunderAndLightningElement.Update ( )` [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.8.3 Member Data Documentation

6.8.3.1 `GameObject ThunderAndLightningElement.branch`

### 6.8.4 Property Documentation

---

**6.8.4.1** `int ThunderAndLightningElement.BranchSpacing` `[get], [set]`

Gets or sets the branch spacing.

The branch spacing.

**6.8.4.2** `float ThunderAndLightningElement.BranchStartPercentage` `[get], [set]`

Gets or sets the branch start percentage.

The branch start percentage.

**6.8.4.3** `bool ThunderAndLightningElement.DoLightningGlow` `[get], [set]`

Gets or sets a value indicating whether [do lightning glow].

`true` if [do lightning glow]; otherwise, `false`.

**6.8.4.4** `float ThunderAndLightningElement.InnerConeAngle` `[get], [set]`

Gets or sets the inner cone angle.

The inner cone angle.

**6.8.4.5** `float ThunderAndLightningElement.LifeTime` `[get], [set]`

Gets or sets the life time of the lightning.

The life time of the lightning.

**6.8.4.6** `Color ThunderAndLightningElement.LightningColor` `[get], [set]`

Gets or sets the color of the lightning.

The color of the lightning.

**6.8.4.7** `float ThunderAndLightningElement.LightningFlashIntensity` `[get], [set]`

Gets or sets the lightning flash intensity.

The lightning flash intensity.

**6.8.4.8** `Color ThunderAndLightningElement.LightningGlowColor` `[get], [set]`

Gets or sets the color of the lightning glow.

The color of the lightning glow.

**6.8.4.9** `float ThunderAndLightningElement.LightningGlowWidth` `[get], [set]`

Gets or sets the width of the lightning glow.

The width of the lightning glow.

---

**6.8.4.10 Color ThunderAndLightningElement.LightningOriginGlowColor** [get], [set]

Gets or sets the color of the lightning origin glow.

The color of the lightning origin glow.

**6.8.4.11 float ThunderAndLightningElement.LightningOriginGlowWidth** [get], [set]

Gets or sets the width of the lightning origin glow.

The width of the lightning origin glow.

**6.8.4.12 float ThunderAndLightningElement.LightningWidth** [get], [set]

Gets or sets the width of the lightning.

The width of the lightning.

**6.8.4.13 float ThunderAndLightningElement.MaxBranchDeviation** [get], [set]

Gets or sets the maximum branch deviation.

The maximum branch deviation.

**6.8.4.14 float ThunderAndLightningElement.MaxBranchLength** [get], [set]

Gets or sets the maximum length of the branch.

The maximum length of the branch.

**6.8.4.15 float ThunderAndLightningElement.MaxDeviation** [get], [set]

Gets or sets the maximum deviation of the lightning vertices.

The maximum deviation of the lightning vertices.

**6.8.4.16 float ThunderAndLightningElement.MaxLightningHitDistance** [get], [set]

Gets or sets the maximum lightning hit distance.

The maximum lightning hit distance.

**6.8.4.17 int ThunderAndLightningElement.MaxNumBranchVerts** [get], [set]

Gets or sets the maximum number branch verts.

The maximum number branch verts.

**6.8.4.18 float ThunderAndLightningElement.MaxTimeBetweenStrikes** [get], [set]

Gets or sets the maximum time between strikes.

The maximum time between strikes.

---

**6.8.4.19** `float ThunderAndLightningElement.MinBranchLength` `[get], [set]`

Gets or sets the minimum length of the branch.

The minimum length of the branch.

**6.8.4.20** `int ThunderAndLightningElement.MinNumBranchVerts` `[get], [set]`

Gets or sets the minimum number branch verts.

The minimum number branch verts.

**6.8.4.21** `float ThunderAndLightningElement.MinTimeBetweenStrikes` `[get], [set]`

Gets or sets the minimum time between strikes.

The minimum time between strikes.

**6.8.4.22** `float ThunderAndLightningElement.NonStrikeLength` `[get], [set]`

Gets or sets the length of a non strike.

The length of the non strike.

**6.8.4.23** `int ThunderAndLightningElement.NumVertices` `[get], [set]`

Gets or sets the number of vertices in the lightning bolt.

The number of vertices in the lightning bolt.

**6.8.4.24** `float ThunderAndLightningElement.OuterConeAngle` `[get], [set]`

Gets or sets the outer cone angle.

The outer cone angle.

**6.8.4.25** `float ThunderAndLightningElement.RangeMax` `[get], [set]`

Gets or sets the maximum XZ range of the lightning end point from the start point.

The range maximum.

**6.8.4.26** `float ThunderAndLightningElement.RangeMin` `[get], [set]`

Gets or sets the minimum XZ range of the lightning end point from the start point.

The minimum range for XZ.

## 6.9 UnitSphere Class Reference

### Static Public Member Functions

- static Vector3 [GetPointOnCapY](#) (float spotAngle)  
*Returns a point on the unit sphere that is within a cone along the y-axis*
- static Vector3 [GetPointOnCapY](#) (float spotAngle, Quaternion orientation)

- static Vector3 [GetPointOnCapY](#) (float spotAngle, Transform relativeTo, float radius)
- static Vector3 [GetPointOnCapZ](#) (float spotAngle)

*Returns a point on the unit sphere that is within a cone along the z-axis*

- static Vector3 [GetPointOnCapZ](#) (float spotAngle, Quaternion orientation)
- static Vector3 [GetPointOnCapZ](#) (float spotAngle, Transform relativeTo, float radius)
- static Vector3 [GetPointOnRingY](#) (float innerSpotAngle, float outerSpotAngle)

*Returns a point on the unit sphere that is within the outer cone along the y-axis but not inside the inner cone.*

- static Vector3 [GetPointOnRingY](#) (float innerSpotAngle, float outerSpotAngle, Quaternion orientation)
- static Vector3 [GetPointOnRingY](#) (float innerSpotAngle, float outerSpotAngle, Transform relativeTo, float radius)
- static Vector3 [GetPointOnRingZ](#) (float innerSpotAngle, float outerSpotAngle)

*Returns a point on the unit sphere that is within the outer cone along the z-axis but not inside the inner cone.*

- static Vector3 [GetPointOnRingZ](#) (float innerSpotAngle, float outerSpotAngle, Quaternion orientation)
- static Vector3 [GetPointOnRingZ](#) (float innerSpotAngle, float outerSpotAngle, Transform relativeTo, float radius)

## 6.9.1 Member Function Documentation

### 6.9.1.1 static Vector3 UnitSphere.GetPointOnCapY ( float *spotAngle* ) [static]

Returns a point on the unit sphere that is within a cone along the y-axis

Parameters

<i>spotAngle</i>	[0..180] specifies the angle of the cone.
------------------	---

### 6.9.1.2 static Vector3 UnitSphere.GetPointOnCapY ( float *spotAngle*, Quaternion *orientation* ) [static]

### 6.9.1.3 static Vector3 UnitSphere.GetPointOnCapY ( float *spotAngle*, Transform *relativeTo*, float *radius* ) [static]

### 6.9.1.4 static Vector3 UnitSphere.GetPointOnCapZ ( float *spotAngle* ) [static]

Returns a point on the unit sphere that is within a cone along the z-axis

Parameters

<i>spotAngle</i>	[0..180] specifies the angle of the cone.
------------------	---

### 6.9.1.5 static Vector3 UnitSphere.GetPointOnCapZ ( float *spotAngle*, Quaternion *orientation* ) [static]

### 6.9.1.6 static Vector3 UnitSphere.GetPointOnCapZ ( float *spotAngle*, Transform *relativeTo*, float *radius* ) [static]

### 6.9.1.7 static Vector3 UnitSphere.GetPointOnRingY ( float *innerSpotAngle*, float *outerSpotAngle* ) [static]

Returns a point on the unit sphere that is within the outer cone along the y-axis but not inside the inner cone.

The resulting area describes a ring on the sphere surface.

Parameters

<i>innerSpotAngle</i>	[0..180] specifies the inner cone that should be excluded.
<i>outerSpotAngle</i>	[0..180] specifies the outer cone that should be included.



6.9.1.8 static Vector3 UnitSphere.GetPointOnRingY ( float *innerSpotAngle*, float *outerSpotAngle*, Quaternion *orientation* )  
[static]

6.9.1.9 static Vector3 UnitSphere.GetPointOnRingY ( float *innerSpotAngle*, float *outerSpotAngle*, Transform *relativeTo*, float *radius* ) [static]

6.9.1.10 static Vector3 UnitSphere.GetPointOnRingZ ( float *innerSpotAngle*, float *outerSpotAngle* ) [static]

Returns a point on the unit sphere that is within the outer cone along the z-axis but not inside the inner cone.

The resulting area describes a ring on the sphere surface.

Parameters

<i>innerSpotAngle</i>	[0..180] specifies the inner cone that should be excluded.
<i>outerSpotAngle</i>	[0..180] specifies the outer cone that should be included.

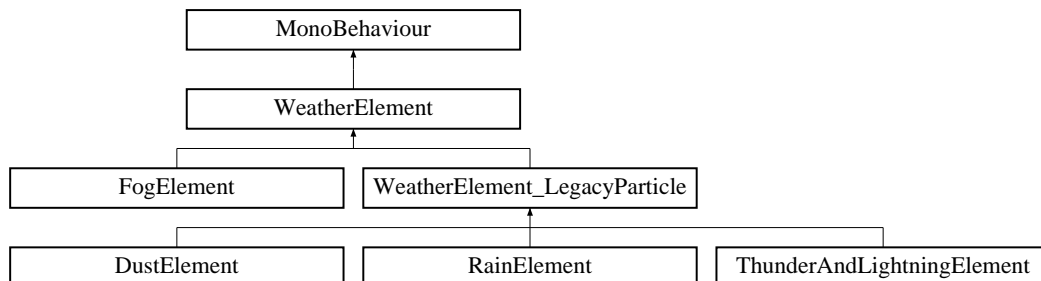
6.9.1.11 static Vector3 UnitSphere.GetPointOnRingZ ( float *innerSpotAngle*, float *outerSpotAngle*, Quaternion *orientation* )  
[static]

6.9.1.12 static Vector3 UnitSphere.GetPointOnRingZ ( float *innerSpotAngle*, float *outerSpotAngle*, Transform *relativeTo*, float *radius* ) [static]

## 6.10 WeatherElement Class Reference

Abstract Class for all Weather Elements

Inheritance diagram for WeatherElement:



### Public Member Functions

- virtual void [Initialize](#) ()
- virtual void [Transition](#) (bool fadeIn)
- virtual void [Reset](#) ()

### Protected Member Functions

- virtual void [Awake](#) ()
- virtual void [Start](#) ()
- virtual void [Update](#) ()
- virtual void [FixedUpdate](#) ()
- virtual void [LateUpdate](#) ()

## Properties

- TOD\_Sky [Sky](#) [get, set]  
*Gets or sets the sky.*
- TOD\_WeatherManager [Weather](#) [get, set]  
*Gets or sets the weather.*
- [WeatherSystem](#) [WeatherSystem](#) [get, set]  
*Gets or sets the weather system.*
- TOD\_Animation [WindAnimation](#) [get, set]  
*Gets or sets the wind animation.*
- GameObject [CameraObject](#) [get, set]  
*Gets or sets the camera object.*
- GameObject [Atmosphere](#) [get, set]  
*Gets or sets the atmosphere.*
- Light [SunLight](#) [get, set]  
*Gets or sets the sunlight.*
- bool [EnableElement](#) [get, set]  
*Gets or sets a value indicating whether [enable element].*
- bool [ActivateElement](#) [get, set]  
*Gets or sets a value indicating whether [activate element].*
- bool [DoFadeIn](#) [get, set]  
*Gets or sets a value indicating whether [do fade in].*
- float [FadeTime](#) [get, set]  
*Gets or sets the fade time.*
- bool [IsFadedIn](#) [get, set]  
*Gets or sets a value indicating whether this instance is faded in.*
- bool [IsInitialized](#) [get, set]  
*Gets or sets a value indicating whether this instance is initialized.*
- float [TimeScaleDivisor](#) [get, set]  
*Gets or sets the time scale divisor.*
- float [HeightAboveCamera](#) [get, set]  
*Gets or sets the height above camera.*
- AudioClip[] [ElementSounds](#) [get, set]  
*Gets or sets the element sounds.*
- AudioClip [CurrentElementSound](#) [get, set]  
*Gets or sets the current element sound.*
- float [MaxAudioLevel](#) [get, set]  
*Gets or sets the maximum audio level.*
- bool [SetNewSound](#) [get, set]  
*Gets or sets a value indicating whether [set new sound].*
- bool [HasSound](#) [get, set]  
*Gets or sets a value indicating whether [has sound].*

### 6.10.1 Detailed Description

Abstract Class for all Weather Elements

### 6.10.2 Member Function Documentation

6.10.2.1 `virtual void WeatherElement.Awake ( )` [protected],[virtual]

Reimplemented in [WeatherElement\\_LegacyParticle](#).

---

6.10.2.2 `virtual void WeatherElement.FixedUpdate ( ) [protected],[virtual]`

Reimplemented in [ThunderAndLightningElement](#), and [WeatherElement\\_LegacyParticle](#).

6.10.2.3 `virtual void WeatherElement.Initialize ( ) [virtual]`

Reimplemented in [ThunderAndLightningElement](#), [FogElement](#), [WeatherElement\\_LegacyParticle](#), [RainElement](#), and [DustElement](#).

6.10.2.4 `virtual void WeatherElement.LateUpdate ( ) [protected],[virtual]`

Reimplemented in [WeatherElement\\_LegacyParticle](#), and [RainElement](#).

6.10.2.5 `virtual void WeatherElement.Reset ( ) [virtual]`

Reimplemented in [FogElement](#), [WeatherElement\\_LegacyParticle](#), [RainElement](#), and [DustElement](#).

6.10.2.6 `virtual void WeatherElement.Start ( ) [protected],[virtual]`

Reimplemented in [ThunderAndLightningElement](#), [FogElement](#), [WeatherElement\\_LegacyParticle](#), [RainElement](#), and [DustElement](#).

6.10.2.7 `virtual void WeatherElement.Transition ( bool fadeIn ) [virtual]`

Reimplemented in [FogElement](#), [WeatherElement\\_LegacyParticle](#), and [DustElement](#).

6.10.2.8 `virtual void WeatherElement.Update ( ) [protected],[virtual]`

Reimplemented in [ThunderAndLightningElement](#), [FogElement](#), [WeatherElement\\_LegacyParticle](#), [RainElement](#), and [DustElement](#).

### 6.10.3 Property Documentation

6.10.3.1 `bool WeatherElement.ActivateElement [get],[set]`

Gets or sets a value indicating whether [activate element].

true if [activate element]; otherwise, false.

6.10.3.2 `GameObject WeatherElement.Atmosphere [get],[set]`

Gets or sets the atmosphere.

The atmosphere.

6.10.3.3 `GameObject WeatherElement.CameraObject [get],[set]`

Gets or sets the camera object.

The camera object.

---

#### 6.10.3.4 `AudioClip WeatherElement.CurrentElementSound` `[get]`, `[set]`

Gets or sets the current element sound.

The current element sound.

#### 6.10.3.5 `bool WeatherElement.DoFadeIn` `[get]`, `[set]`

Gets or sets a value indicating whether [do fade in].

true if [do fade in]; otherwise, false.

#### 6.10.3.6 `AudioClip[] WeatherElement.ElementSounds` `[get]`, `[set]`

Gets or sets the element sounds.

The element sounds.

#### 6.10.3.7 `bool WeatherElement.EnableElement` `[get]`, `[set]`

Gets or sets a value indicating whether [enable element].

true if [enable element]; otherwise, false.

#### 6.10.3.8 `float WeatherElement.FadeTime` `[get]`, `[set]`

Gets or sets the fade time.

The fade time.

#### 6.10.3.9 `bool WeatherElement.HasSound` `[get]`, `[set]`

Gets or sets a value indicating whether [has sound].

true if [has sound]; otherwise, false.

#### 6.10.3.10 `float WeatherElement.HeightAboveCamera` `[get]`, `[set]`

Gets or sets the height above camera.

The height above camera.

#### 6.10.3.11 `bool WeatherElement.IsFadedIn` `[get]`, `[set]`

Gets or sets a value indicating whether this instance is faded in.

true if this instance is faded in; otherwise, false.

#### 6.10.3.12 `bool WeatherElement.IsInitialized` `[get]`, `[set]`

Gets or sets a value indicating whether this instance is initialized.

true if this instance is initialized; otherwise, false.

---

**6.10.3.13** float WeatherElement.MaxAudioLevel [get], [set]

Gets or sets the maximum audio level.

The maximum audio level.

**6.10.3.14** bool WeatherElement.SetNewSound [get], [set]

Gets or sets a value indicating whether [set new sound].

true if [set new sound]; otherwise, false.

**6.10.3.15** TOD\_Sky WeatherElement.Sky [get], [set]

Gets or sets the sky.

The sky.

**6.10.3.16** Light WeatherElement.SunLight [get], [set]

Gets or sets the sunlight.

The sunlight.

**6.10.3.17** float WeatherElement.TimeScaleDivisor [get], [set]

Gets or sets the time scale divisor.

The time scale divisor.

**6.10.3.18** TOD\_WeatherManager WeatherElement.Weather [get], [set]

Gets or sets the weather.

The weather.

**6.10.3.19** WeatherSystem WeatherElement.WeatherSystem [get], [set]

Gets or sets the weather system.

The weather system.

**6.10.3.20** TOD\_Animation WeatherElement.WindAnimation [get], [set]

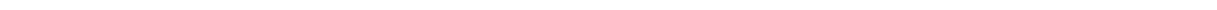
Gets or sets the wind animation.

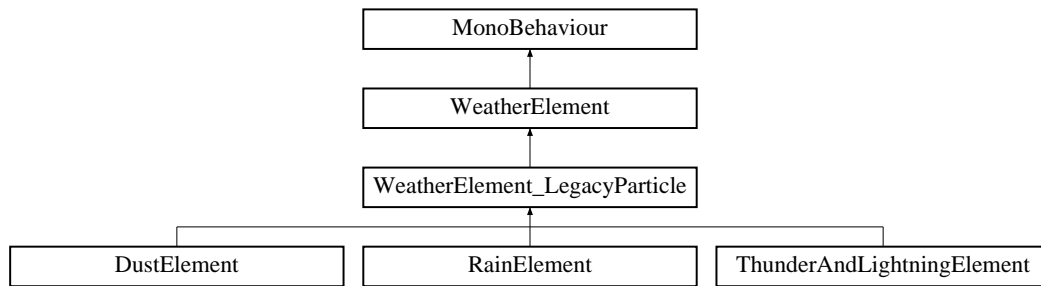
The wind animation.

## 6.11 WeatherElement\_LegacyParticle Class Reference

Class for Legacy Particle System

Inheritance diagram for WeatherElement\_LegacyParticle:





## Public Member Functions

- override void [Initialize](#) ()
- override void [Transition](#) (bool fadeIn)
- override void [Reset](#) ()
- Vector3 [AdjustParticlesForWind](#) (bool fadeWindIn, float time)  
*Adjusts the particles for wind.*
- Vector3 [AdjustElementPositionForWind](#) ()  
*Adjusts the element position for wind.*

## Protected Member Functions

- override void [Awake](#) ()
- override void [Start](#) ()
- override void [Update](#) ()
- override void [FixedUpdate](#) ()
- override void [LateUpdate](#) ()

## Properties

- float [MinParticleSize](#) [get, set]  
*Gets or sets the minimum size of the particle.*
- float [MaxParticleSize](#) [get, set]  
*Gets or sets the maximum size of the particle.*
- int [MinNumParticles](#) [get, set]  
*Gets or sets the minimum number particles.*
- int [MaxNumParticles](#) [get, set]  
*Gets or sets the maximum number particles.*
- bool [IsAffectedByWind](#) [get, set]  
*Gets or sets a value indicating whether this instance is affected by wind.*
- bool [HasParticles](#) [get, set]  
*Gets or sets a value indicating whether this instance has particles.*

### 6.11.1 Detailed Description

Class for Legacy Particle System

## 6.11.2 Member Function Documentation

### 6.11.2.1 Vector3 WeatherElement\_LegacyParticle.AdjustElementPositionForWind ( )

Adjusts the element position for wind.

Returns

### 6.11.2.2 Vector3 WeatherElement\_LegacyParticle.AdjustParticlesForWind ( bool *fadeWindIn*, float *time* )

Adjusts the particles for wind.

Parameters

<i>fadeWindIn</i>	if set to <code>true</code> [fade wind in].
<i>time</i>	The time.

Returns

### 6.11.2.3 override void WeatherElement\_LegacyParticle.Awake ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.4 override void WeatherElement\_LegacyParticle.FixedUpdate ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.5 override void WeatherElement\_LegacyParticle.Initialize ( ) [virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.6 override void WeatherElement\_LegacyParticle.LateUpdate ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.7 override void WeatherElement\_LegacyParticle.Reset ( ) [virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.8 override void WeatherElement\_LegacyParticle.Start ( ) [protected],[virtual]

Reimplemented from [WeatherElement](#).

### 6.11.2.9 override void WeatherElement\_LegacyParticle.Transition ( bool *fadeIn* ) [virtual]

Reimplemented from [WeatherElement](#).

---

6.11.2.10 `override void WeatherElement_LegacyParticle.Update ( )` [protected], [virtual]

Reimplemented from [WeatherElement](#).

### 6.11.3 Property Documentation

6.11.3.1 `bool WeatherElement_LegacyParticle.HasParticles` [get], [set]

Gets or sets a value indicating whether this instance has particles.

`true` if this instance has particles; otherwise, `false`.

6.11.3.2 `bool WeatherElement_LegacyParticle.IsAffectedByWind` [get], [set]

Gets or sets a value indicating whether this instance is affected by wind.

`true` if this instance is affected by wind; otherwise, `false`.

6.11.3.3 `int WeatherElement_LegacyParticle.MaxNumParticles` [get], [set]

Gets or sets the maximum number particles.

The maximum number particles.

6.11.3.4 `float WeatherElement_LegacyParticle.MaxParticleSize` [get], [set]

Gets or sets the maximum size of the particle.

The maximum size of the particle.

6.11.3.5 `int WeatherElement_LegacyParticle.MinNumParticles` [get], [set]

Gets or sets the minimum number particles.

The minimum number particles.

6.11.3.6 `float WeatherElement_LegacyParticle.MinParticleSize` [get], [set]

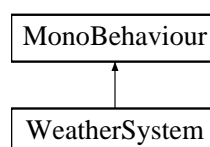
Gets or sets the minimum size of the particle.

The minimum size of the particle.

## 6.12 WeatherSystem Class Reference

Class for Weather System

Inheritance diagram for WeatherSystem:





## Public Member Functions

- void [Initialize](#) ()  
*Used to initialize Weather System*
- void [ChangeWeather](#) (TOD\_WeatherManager.AtmosphereType [currentWeather](#))  
*Changes the weather.*
- void [GetWeatherComponents](#) ()  
*Gets the weather components.*
- void [UpdateWeatherElements](#) ()  
*Updates the weather elements.*
- void [InitializeWeatherElements](#) ()  
*Initializes the weather elements.*
- void [SetThunderAndLightningDefaults](#) ()
- void [SetRainDefaults](#) ()
- void [SetFogDefaults](#) ()
- void [SetDustDefaults](#) ()
- void [CheckTotal](#) (ref float[] numbers, float desiredTotal, bool keepZeros)  
*Checks the total.*
- Vector3 [GetWindEffect](#) ()  
*Gets the wind effect.*

## Public Attributes

- TOD\_WeatherManager.AtmosphereType[] [weatherTypes](#)
  - TOD\_WeatherManager.CloudType[] [cloudTypes](#)
  - TOD\_WeatherManager.CloudType [currentCloudType](#) = TOD\_WeatherManager.CloudType.None
  - float[] [weatherPercentages](#)
  - int [checksPerDay](#) = 4
  - bool [enableThunderAndLightning](#) = true
  - AudioClip[] [thunderSounds](#)
  - Color [lightningColor](#) = Color.white
  - bool [doLightningGlow](#) = true
  - float [lightningGlowWidth](#) = 50.0f
  - Color [lightningGlowColor](#) = new Color(1.0f, 1.0f, 1.0f, 0.059f)
  - float [lightningOriginGlowWidth](#) = 100.00f
  - Color [lightningOriginGlowColor](#) = new Color(1.0f, 1.0f, 1.0f, 0.5f)
  - float [lightningFlashIntensity](#) = 1.0f
  - float [maxTLAudioLevel](#) = 1.0f
  - float [minTimeBetweenStrikes](#) = 10.0f
  - float [maxTimeBetweenStrikes](#) = 20.0f
  - float [lifeTime](#) = 0.5f
  - float [lightningWidth](#) = 1.0f
  - float [lightningInnerConeAngle](#) = 15.0f
  - float [lightningOuterConeAngle](#) = 90.0f
  - float [maxLightningHitDistance](#) = 5000.0f
  - int [numVertices](#) = 20
  - float [rangeMin](#) = -20.0f
  - float [rangeMax](#) = 20.0f
  - float [maxDeviation](#) = 10.0f
  - float [nonStrikeLength](#) = 5.0f
  - int [minNumBranchVerts](#) = 4
  - int [maxNumBranchVerts](#) = 8
  - float [minBranchLength](#) = 10.0f
-

- float `maxBranchLength` = 20.0f
- float `maxBranchDeviation` = 5.0f
- float `branchStartPercentage` = 0.3f
- int `branchSpacing` = 2
- bool `enableRain` = true
- bool `enableFogWithRain` = false
- bool `rainIsEffectuatedByWind` = true
- float `rainHeightAbove` = 10.0f
- float `minRainParticleSize` = 0.2f
- float `maxRainParticleSize` = 0.4f
- int `minNumRainParticles` = 500
- int `maxNumRainParticles` = 1000
- Color `rainColor` = new Color(0.175f, 0.175f, 0.175f, 0.2f)
- Color `rainColorMin` = new Color(0.175f, 0.175f, 0.175f, 0.2f)
- float `splashEnergy` = 10.0f
- Transform `splashObject`
- AudioClip[] `rainSounds`
- float `maxRainAudioLevel` = 1.0f
- bool `enableFog` = true
- bool `useGlobalFog` = false
- bool `distanceFog` = true
- bool `useRadialDistance` = false
- bool `heightFog` = true
- float `heightDensity` = 2.0f
- float `fogStartOffset` = 1.0f
- float `globalFogHeight` = 100.0f
- Color `fogColor` = Color.grey
- FogMode `fogModeToUse` = FogMode.Linear
- float `fogStartDistance` = 0.0f
- float `fogEndDistance` = 300.0f
- float `fogDensityMin` = 0.0f
- float `fogDensityMax` = 0.05f
- float `fogFadeScale` = 1.0f
- AudioClip[] `fogSounds`
- float `maxFogAudioLevel` = 1.0f
- bool `enableDust` = true
- bool `dustIsAffectedByWind` = true
- float `dustHeightAbove` = 0.0f
- float `minDustParticleSize` = 4.0f
- float `maxDustParticleSize` = 5.0f
- int `minNumDustParticles` = 100
- int `maxNumDustParticles` = 200
- Color `dustColor` = Color.gray
- AudioClip[] `dustSounds`
- float `maxDustAudioLevel` = 1.0f
- bool `isTODPresent` = false
- TOD\_WeatherManager.AtmosphereType `currentWeather` = TOD\_WeatherManager.AtmosphereType.Clear
- bool `isDirty` = false

### 6.12.1 Detailed Description

Class for Weather System

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## 6.12.2 Member Function Documentation

### 6.12.2.1 void WeatherSystem.ChangeWeather ( TOD\_WeatherManager.AtmosphereType *currentWeather* )

Changes the weather.

## Parameters

<i>currentWeather</i>	The current weather.
-----------------------	----------------------

6.12.2.2 void WeatherSystem.CheckTotal ( ref float[] *numbers*, float *desiredTotal*, bool *keepZeros* )

Checks the total.

## Parameters

<i>numbers</i>	The numbers.
<i>desiredTotal</i>	The desired total.
<i>keepZeros</i>	if set to <code>true</code> [keep zeros].

6.12.2.3 void WeatherSystem.GetWeatherComponents ( )

Gets the weather components.

6.12.2.4 Vector3 WeatherSystem.GetWindEffect ( )

Gets the wind effect.

## Returns

6.12.2.5 void WeatherSystem.Initialize ( )

Used to initialize Weather System

6.12.2.6 void WeatherSystem.InitializeWeatherElements ( )

Initializes the weather elements.

6.12.2.7 void WeatherSystem.SetDustDefaults ( )

6.12.2.8 void WeatherSystem.SetFogDefaults ( )

6.12.2.9 void WeatherSystem.SetRainDefaults ( )

6.12.2.10 void WeatherSystem.SetThunderAndLightningDefaults ( )

6.12.2.11 void WeatherSystem.UpdateWeatherElements ( )

Updates the weather elements.

### 6.12.3 Member Data Documentation

6.12.3.1 int WeatherSystem.branchSpacing = 2

6.12.3.2 float WeatherSystem.branchStartPercentage = 0.3f

- 6.12.3.3 `int WeatherSystem.checksPerDay = 4`
  - 6.12.3.4 `TOD_WeatherManager.CloudType [ ] WeatherSystem.cloudTypes`
  - 6.12.3.5 `TOD_WeatherManager.CloudType WeatherSystem.currentCloudType = TOD_WeatherManager.CloudType.None`
  - 6.12.3.6 `TOD_WeatherManager.AtmosphereType WeatherSystem.currentWeather = TOD_WeatherManager.AtmosphereType.↔  
Clear`
  - 6.12.3.7 `bool WeatherSystem.distanceFog = true`
  - 6.12.3.8 `bool WeatherSystem.doLightningGlow = true`
  - 6.12.3.9 `Color WeatherSystem.dustColor = Color.gray`
  - 6.12.3.10 `float WeatherSystem.dustHeightAbove = 0.0f`
  - 6.12.3.11 `bool WeatherSystem.dustIsAffectedByWind = true`
  - 6.12.3.12 `AudioClip [ ] WeatherSystem.dustSounds`
  - 6.12.3.13 `bool WeatherSystem.enableDust = true`
  - 6.12.3.14 `bool WeatherSystem.enableFog = true`
  - 6.12.3.15 `bool WeatherSystem.enableFogWithRain = false`
  - 6.12.3.16 `bool WeatherSystem.enableRain = true`
  - 6.12.3.17 `bool WeatherSystem.enableThunderAndLightning = true`
  - 6.12.3.18 `Color WeatherSystem.fogColor = Color.grey`
  - 6.12.3.19 `float WeatherSystem.fogDensityMax = 0.05f`
  - 6.12.3.20 `float WeatherSystem.fogDensityMin = 0.0f`
  - 6.12.3.21 `float WeatherSystem.fogEndDistance = 300.0f`
  - 6.12.3.22 `float WeatherSystem.fogFadeScale = 1.0f`
  - 6.12.3.23 `FogMode WeatherSystem.fogModeToUse = FogMode.Linear`
  - 6.12.3.24 `AudioClip [ ] WeatherSystem.fogSounds`
  - 6.12.3.25 `float WeatherSystem.fogStartDistance = 0.0f`
  - 6.12.3.26 `float WeatherSystem.fogStartOffset = 1.0f`
  - 6.12.3.27 `float WeatherSystem.globalFogHeight = 100.0f`
  - 6.12.3.28 `float WeatherSystem.heightDensity = 2.0f`
  - 6.12.3.29 `bool WeatherSystem.heightFog = true`
  - 6.12.3.30 `bool WeatherSystem.isDirty = false`
-

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6.12.3.31 bool WeatherSystem.isTODPresent = false

6.12.3.32 float WeatherSystem.lifeTime = 0.5f

6.12.3.33 Color WeatherSystem.lightningColor = Color.white

6.12.3.34 float WeatherSystem.lightningFlashIntensity = 1.0f

6.12.3.35 Color WeatherSystem.lightningGlowColor = new Color(1.0f, 1.0f, 1.0f, 0.059f)

6.12.3.36 float WeatherSystem.lightningGlowWidth = 50.0f

6.12.3.37 float WeatherSystem.lightningInnerConeAngle = 15.0f

6.12.3.38 Color WeatherSystem.lightningOriginGlowColor = new Color(1.0f, 1.0f, 1.0f, 0.5f)

6.12.3.39 float WeatherSystem.lightningOriginGlowWidth = 100.00f

6.12.3.40 float WeatherSystem.lightningOuterConeAngle = 90.0f

6.12.3.41 float WeatherSystem.lightningWidth = 1.0f

6.12.3.42 float WeatherSystem.maxBranchDeviation = 5.0f

6.12.3.43 float WeatherSystem.maxBranchLength = 20.0f

6.12.3.44 float WeatherSystem.maxDeviation = 10.0f

6.12.3.45 float WeatherSystem.maxDustAudioLevel = 1.0f

6.12.3.46 float WeatherSystem.maxDustParticleSize = 5.0f

6.12.3.47 float WeatherSystem.maxFogAudioLevel = 1.0f

6.12.3.48 float WeatherSystem.maxLightningHitDistance = 5000.0f

6.12.3.49 int WeatherSystem.maxNumBranchVerts = 8

6.12.3.50 int WeatherSystem.maxNumDustParticles = 200

6.12.3.51 int WeatherSystem.maxNumRainParticles = 1000

6.12.3.52 float WeatherSystem.maxRainAudioLevel = 1.0f

6.12.3.53 float WeatherSystem.maxRainParticleSize = 0.4f

6.12.3.54 float WeatherSystem.maxTimeBetweenStrikes = 20.0f

6.12.3.55 float WeatherSystem.maxTLAudioLevel = 1.0f

6.12.3.56 float WeatherSystem.minBranchLength = 10.0f

6.12.3.57 float WeatherSystem.minDustParticleSize = 4.0f

6.12.3.58 int WeatherSystem.minNumBranchVerts = 4

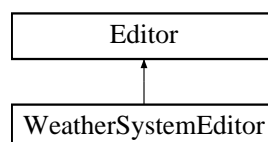
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- 6.12.3.59 int WeatherSystem.minNumDustParticles = 100
- 6.12.3.60 int WeatherSystem.minNumRainParticles = 500
- 6.12.3.61 float WeatherSystem.minRainParticleSize = 0.2f
- 6.12.3.62 float WeatherSystem.minTimeBetweenStrikes = 10.0f
- 6.12.3.63 float WeatherSystem.nonStrikeLength = 5.0f
- 6.12.3.64 int WeatherSystem.numVertices = 20
- 6.12.3.65 Color WeatherSystem.rainColor = new Color(0.175f, 0.175f, 0.175f, 0.2f)
- 6.12.3.66 Color WeatherSystem.rainColorMin = new Color(0.175f, 0.175f, 0.175f, 0.2f)
- 6.12.3.67 float WeatherSystem.rainHeightAbove = 10.0f
- 6.12.3.68 bool WeatherSystem.rainIsEffectuatedByWind = true
- 6.12.3.69 AudioClip [ ] WeatherSystem.rainSounds
- 6.12.3.70 float WeatherSystem.rangeMax = 20.0f
- 6.12.3.71 float WeatherSystem.rangeMin = -20.0f
- 6.12.3.72 float WeatherSystem.splashEnergy = 10.0f
- 6.12.3.73 Transform WeatherSystem.splashObject
- 6.12.3.74 AudioClip [ ] WeatherSystem.thunderSounds
- 6.12.3.75 bool WeatherSystem.useGlobalFog = false
- 6.12.3.76 bool WeatherSystem.useRadialDistance = false
- 6.12.3.77 float [ ] WeatherSystem.weatherPercentages
- 6.12.3.78 TOD\_WeatherManager.AtmosphereType [ ] WeatherSystem.weatherTypes

## 6.13 WeatherSystemEditor Class Reference

Class for the Weather System Editor GUI

Inheritance diagram for WeatherSystemEditor:



### Public Member Functions

- virtual void [OnEnable](#) ()

- override void [OnInspectorGUI](#) ()

## Protected Attributes

- [WeatherSystem](#) *self*

### 6.13.1 Detailed Description

Class for the Weather System Editor GUI

### 6.13.2 Member Function Documentation

6.13.2.1 virtual void [WeatherSystemEditor.OnEnable](#) ( ) [virtual]

6.13.2.2 override void [WeatherSystemEditor.OnInspectorGUI](#) ( )

### 6.13.3 Member Data Documentation

6.13.3.1 [WeatherSystem](#) [WeatherSystemEditor.self](#) [protected]

## 6.14 WeatherUtilities Class Reference

### Static Public Member Functions

- static Vector3 [PolarToCartCoords](#) (float *speed*, float *degrees*)
- static Vector2 [RandomOnUnitCircle2](#) (float *radius*)
- static Vector3 [RandomOnUnitSphere](#) (float *radius*)
- static Vector3 [RandomCircle](#) (Vector3 *center*, float *radius*)

### 6.14.1 Member Function Documentation

6.14.1.1 static Vector3 [WeatherUtilities.PolarToCartCoords](#) ( float *speed*, float *degrees* ) [static]

6.14.1.2 static Vector3 [WeatherUtilities.RandomCircle](#) ( Vector3 *center*, float *radius* ) [static]

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