

Quake 3 Weather for Soldier of Fortune 2 and Jedi Knight 2

Usage Guide

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All weather is started and controlled with **r_we**.

Snow:

Start a snow effect:

r_we snow init <particles>

Remove the snow effect:

r_we snow remove

Set the snow alpha transparency:

r_we snow alpha <float>

default: 0.09

Set the area around the player the snow covers:

r_we snow spread (minX minY minZ) (maxX maxY maxZ)

default: (-600 -600 -200) (600 600 250)

Set the random range that sets the speed the snow falls:

r_we snow velocity (minX minY minZ) (maxX maxY maxZ)

default: (-15 -15 -20) (15 15 -70)

Set an area of snow blowing:

**r_we snow wind (windOriginX windOriginY windOriginZ) (windVelocityX
windVelocityY windVelocityZ) (sizeX sizeY sizeZ)**

Set snow blowing data:

r_we snow blowing duration <int>

r_we snow blowing low <int>

default: 3

r_we snow blowing velocity (min max)

default: (30 70)

r_we snow blowing size (minX minY minZ)

default: (1000 300 300)

Start a fog effect in the snow:

r_we snow fog

Set the density of the snow fog:

r_we snow fog density <alpha>

default: 0.3

Rain:

Start a rain effect:

r_we rain init <particles>

Remove the rain effect:

r_we rain remove

Add a fog effect to the rain:

r_we rain fog

Set the density of the rain fog:

r_we rain fog density <alpha>

default: 0.3

Set the range of speeds at which the rain falls:

r_we rain fall (minVelocity maxVelocity)
default: (-60 -50)

Set the area around the player that the rain falls in:

r_we rain spread (radius height)
default: (20 20)

Set the alpha transparency of the raindrops:

r_we rain alpha <float>
default: 0.1

Set the height (length) of the raindrops:

r_we rain height <float>
default: 5

Set the slope at which the rain falls (in the current wind direction):

r_we rain angle <float>
default: 1.0

Debug:

r_we debug wind