

SetWeather

This function sets the current weather to the given valid value. To change the weather gradually, see `setWeatherBlended`.

Syntax

```
bool setWeather ( int weatherID )
```

Required Arguments

- **weatherID**: The ID of new weather. Valid values are 0 to 255 inclusive.

Returns

Returns *true* if the weather was set succesfully, *false* if an invalid *weatherID* was specified.