

SetRainLevel

This function sets the rain level to any weather available in GTA. Use `resetRainLevel` to undo the changes.

Syntax

```
bool setRainLevel ( float level )
```

Required Arguments

- **level:** A floating point number representing the rain level. 1 represents the maximum rain level usually available in GTA, but higher values are accepted.
 - **Note:** The level value is clamped between 0.0 and 10.0 to avoid gameplay issues.

Returns

Returns *true* if the rain level was set, *false* otherwise.