

SetWeatherBlended

This function will change the current weather to another in a smooth manner, over the period of 1-2 in-game hours (unlike setWeather, which sets a new weather instantly). To ensure this transition performs as expected, you should not call this function until getWeather indicates that no transition is already being done.

Syntax

```
bool setWeatherBlended ( int weatherID )
```

Required Arguments

- **weatherID:** The ID of the weather state you wish to set. Valid values are 0 to 255 inclusive.

Returns

Returns *true* if successful, *false* if an invalid *weatherID* is passed.