

Weather







Weather can be changed using `setWeather` and `setWeatherBlended` functions. In GTA: SA, every weather has different parameters for the sunrise, morning, midday, noon, afternoon, sunset, night and midnight, so a weather can vary a lot depending of the time of the day.

Non-standard weather ID's between 20 and 255 are also supported, but they might be buggy at some moments of the day.

NRP: SA has custom weather functions which can modify how a weather is rendered, but in this list the weathers are described without taking that into account. Also, using `setWeatherBlended` allows for more undocumented effects.

For a complete weather gallery, containing images of every weather ID (0 to 255) shot at every in-game hour, visit [this page](#).

Default GTA: SA weathers (registered in `timecyc.dat`)

Weather ID	Name from <i>timecyc.dat</i>	Screenshots at 12:00 PM	Description
0	EXTRASUNNY_LA		In singleplayer, these are Los Santos specific weathers . They are clear weathers, with blue sky and few clouds.
		Applies a heat haze effect	
1	SUNNY_LA		
2	EXTRASUNNY_SMOG_LA		
3	SUNNY_SMOG_LA		
4	CLOUDY_LA		
5	SUNNY_SF		
6	EXTRASUNNY_SF		In singleplayer, these are San Fierro specific weathers . They are more diverse than Los Santos': some of them are
7	CLOUDY_SF		

clear, but others are rainy or foggy.

8 RAINY_SF



Starts a
thunderstorm,
with rain and
lightnings

9 FOGGY_SF



Starts a cloudy,
dense fog

10 SUNNY_VEGAS



11 EXTRASUNNY_VEGAS



In singleplayer, these are **Las Venturas specific weathers**.
They are clear, dry weathers.

Applies scorching
hot weather, with
a heat haze effect

12 CLOUDY_VEGAS



13 EXTRASUNNY_COUNTRYSIDE



14 SUNNY_COUNTRYSIDE



15 CLOUDY_COUNTRYSIDE



In singleplayer, these are **Los Santos countryside specific weathers**.
They are dull, hazy, diverse weathers, with rainy ones.

16 RAINY_COUNTRYSIDE



Starts a
thunderstorm

17 EXTRASUNNY_DESERT



Apply a heat haze effect

18 SUNNY_DESERT



Apply a heat haze effect

19 SANDSTORM_DESERT



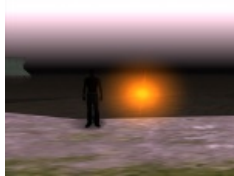
Starts a dense sandstorm

20 UNDERWATER



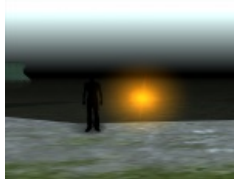
In singleplayer, this is probably the **weather used internally when camera is underwater**. It is greenish and cloudy, so it appears to be a kind of contaminated weather.

21 EXTRACOLOURS_1



Adds a purple-ish color to the sky and objects

22 EXTRACOLOURS_2



Adds a black-white sky and a uniform light to objects

In singleplayer, these are weathers **used in interiors**. They are somewhat strange, dark weathers with gradiented skyline colors.

Other weather IDs

- **23 to 26:** Pale orange weather.
- **27 to 29:** Fresh blue weather.
- **30 to 32:** Dark, cloudy, teal weather.
- **33:** Dark, cloudy, brown weather.
- **34:** Blue/purple, regular weather.
- **35:** Dull brown weather.
- **36 to 38:** Bright, foggy, orange weather.
- **39:** Very bright weather. Night looks like day.
- **40 to 42:** Blue/purple, cloudy weather.
- **43:** Toxic, contaminated clouds weather.
- **44:** Black/white sky weather, similar to **22**.
- **45 to 60:** Normal seeming weather with graphical bugs at evening.
- **100:** Strange weather which makes objects disappear.
- **118:** Stormy weather with pink sky and crystal water.
- **126 to 150:** Horrible flashing red bugged weather.
- **151 to 175:** Far draw distance weather with pink, purple and turquoise clouds.