

Guide to Activating and Using the Weather and Time Script

1. Introduction to the System

- The "**time_sector**" variable is used to interact with an ACE menu that allows modifying the **weather** and **time** in the game.
- Currently, the system is in an **immature version**, so some features may require further development.

2. Function of the OBJ_weather_set.sqf File

- The **OBJ_weather_set.sqf** file manages the "**time_sector**" variable and all settings related to weather and time.
- This script allows users to dynamically modify atmospheric conditions during the mission via the **ACE menu**.
- Additionally, the menu can be activated through a specific device, namely the **ACE_Callphone**, available through the **Arsenal**.

3. How to Enable the Script in the Mission

- To properly activate the script, the following command must be added to the **init.sqf** file of the mission:

```
[ ] execVM "weather\weather_set.sqf";  
[ ] execVM  
"weather\OBJ_weather_set.sqf";
```

- This command ensures that the script is executed at mission startup, enabling dynamic weather and time management.

4. Interacting with the Menu

- Once the script is active, players can interact with the **ACE menu** to modify weather conditions during the mission.

- Changes to the weather and time will occur **in real-time**, ensuring flexible and immediate control.

5. Future Developments

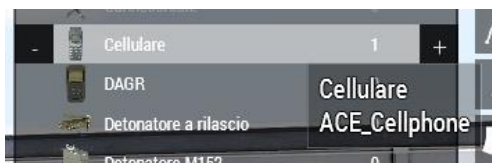
- The current version is still under development, and new features may be added to improve the weather and time management experience.

Nome Variabile: time_sector





Device



with ACE_Callphone/without ACE_Callphone

