

# Weather

## Code

```
namespace
{
    void                SetRainIntensity(float                intensity_);
    float              GetRainIntensity();
    void              SetSnowIntensity(float                intensity_);
    float              GetSnowIntensity();
    void              SetFogIntensity(float                intensity_);
    float              GetFogIntensity();
    void              SetFogColor(int                component_, unsigned char                value_);
    unsigned char      GetFogColor(int                component_);
    void              SetStormIntensity(float                intensity_);
    float              GetStormIntensity();
    void              SetStormSpeed(float                speed_);
    float              GetStormSpeed();
    void              SetFlashIntensity(float                intensity_);
    float              GetFlashIntensity();
    void              SetFlashNow();
    bool              IsFlashing();
    void              SetRainVisible(bool                visible_);
    void              SetFogVisible(bool                visible_);
    void              SetSnowVisible(bool                visible_);
    void              SetStormVisible(bool                visible_);
    void              SetFlashVisible(bool                visible_);
    bool              IsRainVisible();
    bool              IsFogVisible();
    bool              IsSnowVisible();
    bool              IsStormVisible();
    bool              IsFlashVisible();

    void              Weather::SetHail(bool                hail_);
    bool              Weather::GetHail();
};
```

Alles anzeigen