

Weather

Code

```
namespace Weather
{
    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