
Subject: Re: Map help

Posted by Dealman on Wed, 26 Mar 2008 11:46:18 GMT

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That's made in LevelEdit.

Start up LevelEdit, load terrain and place desired objects and save. Then go to Edit - Background Settings.

There you see "Music", "Sky" and "Weather".

In Music you can put an .mp3 file which will be played as background music when the map is being played ingame.

In Sky you can set time of the day, e.g 00:00 will be night. You can also choose to have either moon (Full or Partial) or to have a sun. Also you can manage the clouds.

In Weather you can set if to have rain, raining ash or lightnings or snow. You can also manages how many particles per second that should fall. As well the heading of the particles and etc.

Play around a bit with it and get used to it.

Sincerely,
Dealman.
