Weather Editor included

By ExRail

With 9 Weather types

OPEN RAILS
WEATHER EXTENSION
ORNYMG

Reload Weather Textures

Save Modified Weather

Test Edition V3.2

Works with Save Game & Activity

Seamless Mixing of Skydome texture

Weather Editor Window

Weather Editor

Time: 11:01:21	Sunrise: 06:00:00	Sunset : 19:00:00		
Simulation Time: 00:01:21	Weather Type: Clear		Season: Summer	
Wind - Speed & Direction	12,00	1,00		

	Sunrise ↑	Noon ☼	Sunset ↓	Current
Sun Size ☼	1,00	1,30	1,50	1,25
Sky View Distance	3940,00	4780,00	3420,00	4640,35
Scenery View Distance	710,00	1440,00	830,00	1318,64

	Red	Green	Blue	Color Mix
Sky Fog Color Sunrise ↑	187	187	196	
Sky Fog Color Noon ☼	142	172	215	
Sky Fog Color Sunset ↓	195	163	128	
Scenery Fog Color Sunrise ↑	185	182	196	
Scenery Fog Color Noon ☼	149	176	218	
Scenery Fog Color Sunset ↓	200	164	128	

	σ 1	σ 2	σ 3
Overcasts - Clouds Opacity	0,10	0,00	0,00

	X	Y	Z
Precipitation Wind 1	0,00	0,00	0,00
Precipitation Wind 1	0,00	0,00	0,00
Precipitation Particle Size	1,50		
Precipitation Liquidit & Intensity	0,00	0,00	Use Default keys

	Desaturation Brighness	Contrast	
Vegetation	1,00	1,00	1,00
Scenery	1,00	1,00	1,00

◄Reload Texture► ◄Save Weather►

FEATURES:

9 BASE WEATHER TYPES:
Clear - Snow - Rain - Few - Cloudy - Desert - SnowStorm - Foggy - Partlycloudy

WEATHER EDITOR

RELOAD WEATHER TEXTURE

36 INDIVIDUAL WEATHER SETTINGS FILES

3 SKYDOMES Sunrise - Noon - Sunset

3 CLOUDLAYERS

2 PRECIPITATIONS SYSTEMS
Control Sun size, Clouds speed & Direction, Viewdistance, Fog Color, Cloud opacity and more.

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Weather setting files and posibilities

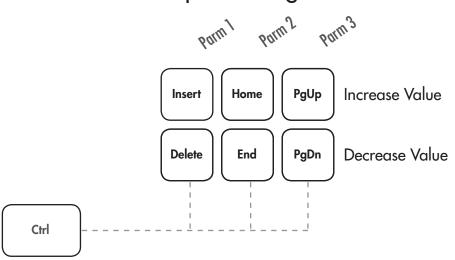| Spring	Summer	Autum	Winter
SpringClear	SummerClear	AutumnClear	WinterClear
SpringSnow	SummerSnow	AutumnSnow	WinterSnow
SpringRain	SummerRain	AutumnRain	WinterRain
SpringFew	SummerFew	AutumnFew	WinterFew
SpringCloudy	SummerCloudy	AutumnCloudy	WinterCloudy
SpringDesert	SummerDesert	AutumnDesert	WinterDesert
SpringSnowStorm	SummerSnowStorm	AutumnSnowStorm	WinterSnowStorm
SpringFoggy	SummerFoggy	AutumnFoggy	WinterFoggy
SpringPartlycloudy	SummerPartlycloudy	AutumnPartlycloudy	WinterPartlycloudy

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Open Weather Editor Window

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Adjust Settings

Use Left Mouse Click to select and keys to change

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Scenery	1,00	1,00	1,00

◄Reload Texture►   ◄Save Weather►

Adjust Settings

Parm 1   Parm 2   Parm 3

| Insert | Home | PgUp | Increase Value |
| Delete | End | PgDn | Decrease Value |

Ctrl

Save Weather type

*Weatherfile is created on startup and is overwritten when using this
or the new Save weather button in the Weather Editor*

Altl + **Shift** + **Backspace**

First Person / FreeCam Mode

8   FreeCam/FPmode

Right Click   Toggles the mouse view and ground lock
works in 3D cab view also
Disable to use page Up/Dn as up/down

Note: The Page up/Down and Arrow keys have been switch aound
they can be reversed back in MENU options keyboard tab

Weather Textures

The Reload function is tested with 3* 8K clouds textures,
and works without triggering the Watchdogtimer.

The Default skydomes
Weathertype_Sunrise.png Weathertype_Noon.png Weathertype_Sunset.png
Are 256x256px and mixed every 240 frame.
They must have the same size
and it should properly stay below 1024x1024
watch out for stuttering everey 4 seconds at 60fps if increased.