

# RAIN & SNOW GENERATOR v2

## SETUP INSTRUCTIONS

1. Rez the Placement Assistant by dragging it to the ground. Move it to the center of your parcel.
2. Click on the Placement Assistant box, and choose <Rez> from the menu. This will rez the weather generators, which will produce the rain / snow particles.  
(The generators are invisible objects, which you can see if you press Ctrl-Alt-T.)
3. Wear the 'Rain and snow generator HUD'. It should show up as a gray button panel near the bottom of your screen.



4. Click on the Rain or Snow icon on the HUD to start the raining / snowing effect.
5. If you wish to adjust the position or height of the generators, you can do so with either method:
  - a. move the Placement Assistant and click "Reposition" from its menu. The generators should reposition themselves relative to the position of the Assistant. Once you are satisfied with the position, you can click on the Assistant and choose <Erase scripts> to delete the Assistant and auto-position scripts.
  - b. Alternatively, you can manually change the position of the generators by right-clicking on each one, choosing Edit, and using the arrows to drag. This method will be required if your parcel shape is not a simple rectangular area.

## RAIN / SNOW CONFIGURATION INSTRUCTIONS

Using the HUD, you can configure various particle parameters for your rain and snow effect. Click on the Configure icon (looks like hammer and spanner), and choose either Rain or Snow.

- **Start alpha:** How transparent or opaque the particle is when it appears ( 1.0 = highest; 0.25 = most transparent)
- **End alpha:** If you specify a different number from the start alpha, the transparency will transition through the life of the particle
- **Wind:** If the rain / snow particles are affected by SL wind
- **Color:** Set the color tint for the particles
- **Length** (Rain only): Set the length of the rain drop (4m longest to 1m shortest)
- **Acceleration** (Snow only): Set how quickly the snow falls in  $m/s^2$  (0.1 slowest to 2.0 fastest)
- **Texture** (Snow only): Change the texture of the snow particle. (5 choices in addition to default)