



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. (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 panel near the bottom of your screen.



HUD INSTRUCTIONS

-  Start rainfall
-  Start snowfall
-  Pause the rainfall or snowfall
-  Stop effects and de-rez generators
-  Configuration menu (rain, snow, sound)

POSITIONING INSTRUCTIONS

You can adjust the position or height of the generators, with either method below:

- a. **[AUTO] 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 auto-position scripts.
- b. **[MANUAL] Right-click on the generator you want to move manually, choose Edit.** (Press Ctrl-Alt-T to turn on the ability to see invisible objects first). Use the arrows to drag the generator to the desired location. This method is required if your parcel is not a simple rectangular area, or you wish to customise the layout of the generators.

CONFIGURATION INSTRUCTIONS

Control various parameters that affect the appearance and behavior of the rain and snow particles, by clicking the Configure icon  on the HUD, and choosing either Rain or Snow.

- **Start alpha:** This sets how transparent the particle is when it appears (1.0 least to 0.25 most transparent)
- **End alpha:** If you specify a different number from the start alpha, the rain/snow particle's transparency will transition through the life of the particle from the start to the end alpha
- **Wind:** Set if the rain / snow particles are affected by SL wind
- **Color:** Set the color tint for the particles (a few preset choices will be given)
- **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/s² (0.1 slowest to 2.0 fastest)
- **Texture** (Snow only): Change the texture of the snow particle. (5 choices in addition to default)