

How-To: Adding rain to your map

a tutorial made by Dynamo

In this small tutorial i want to show you how to add some rain to your map.

Open the Sandbox² Editor and create a new level or open an existing one.

1.) Open the „**Database View**“ by browsing to „**View**“ --> „**Open Viewpane**“ or just click on the „**DB**“ button in the toolbar. The Database View appears (Figure 1).

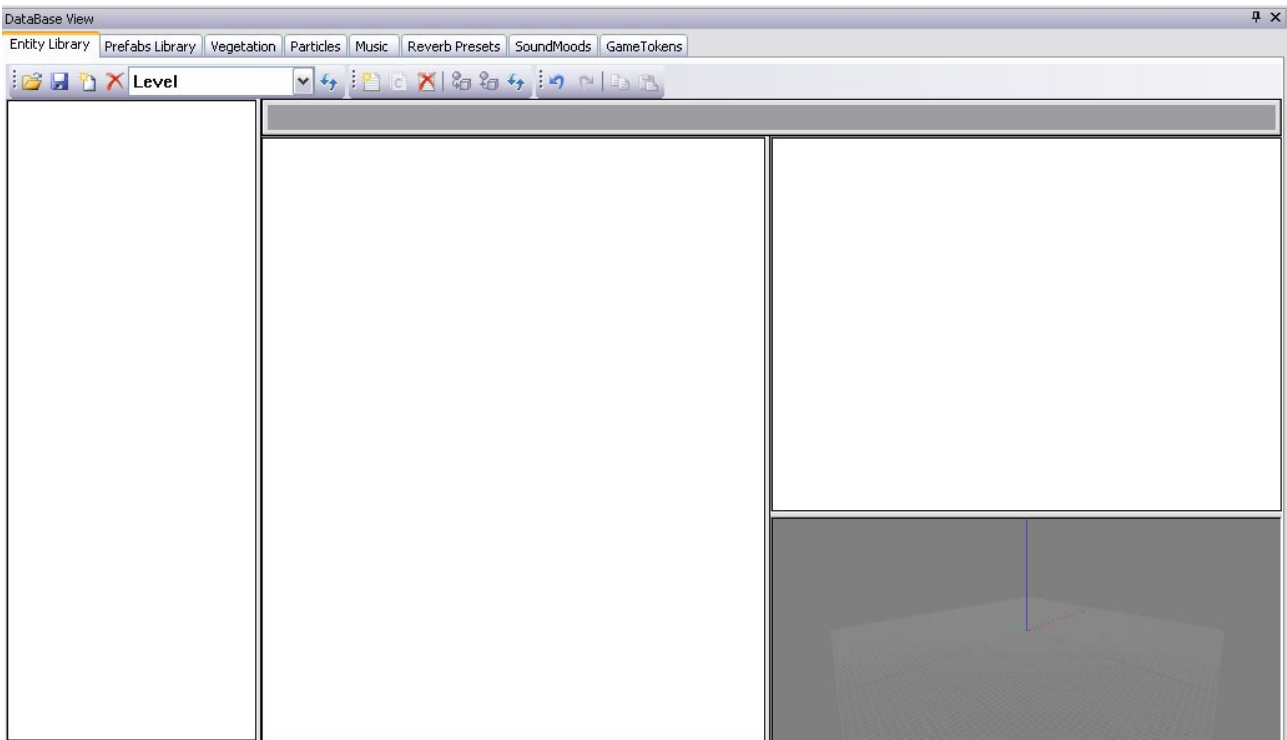


Figure 1: Database View

2.) Switch to the „Particles“ tab and click on the yellow folder icon „Load Library“ (Figure 2).

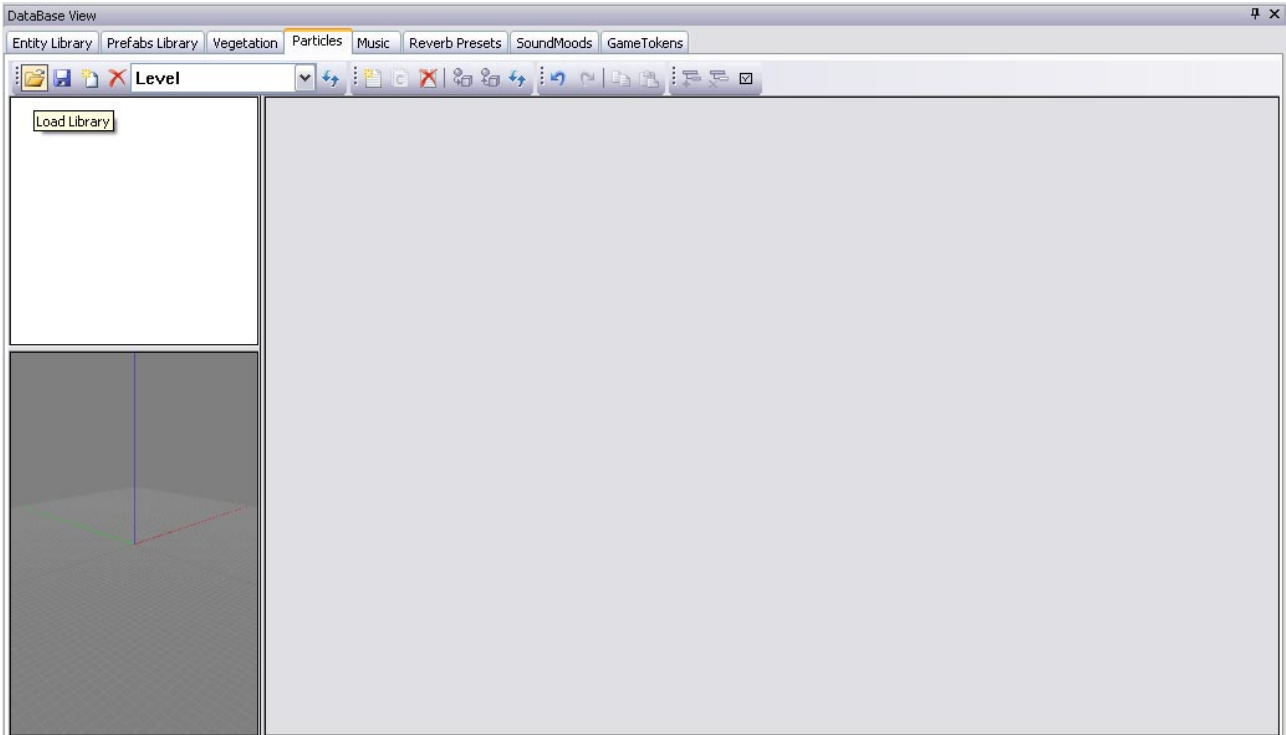


Figure 2: Load Particles Library

3.) Now choose the file „rain.xml“ and click „Open“. If you dont see anything there, browse to „...\\Crysis\\game\\Libs\\Particles“ (Figure 3).

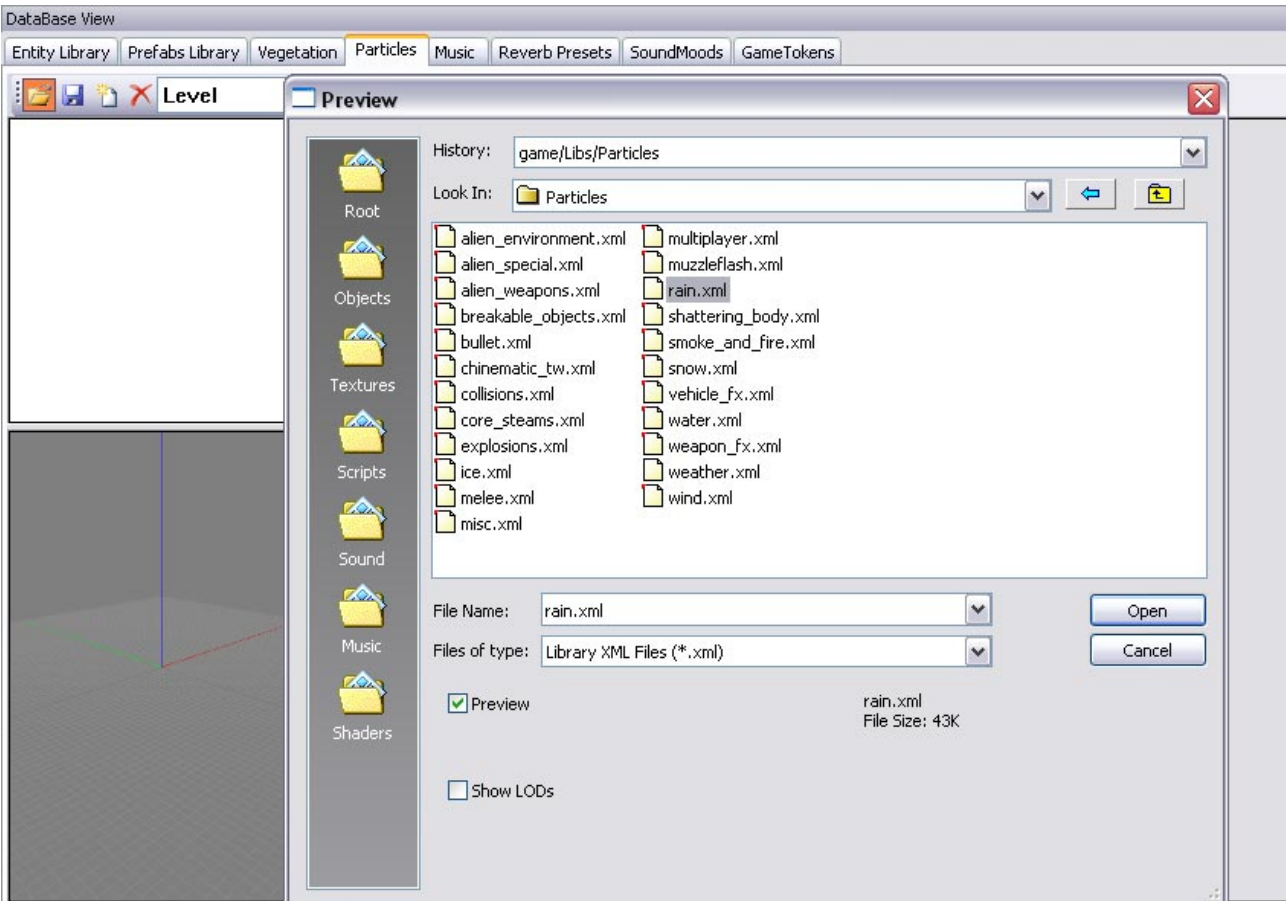


Figure 3: Loadup „rain.xml“

4.) Now you see a folder structure on the left side in the Database View. Open the folder „HQ_rain“ for example and drag „fleet“ into your screen. The rain should appear in your map (Figure 4).

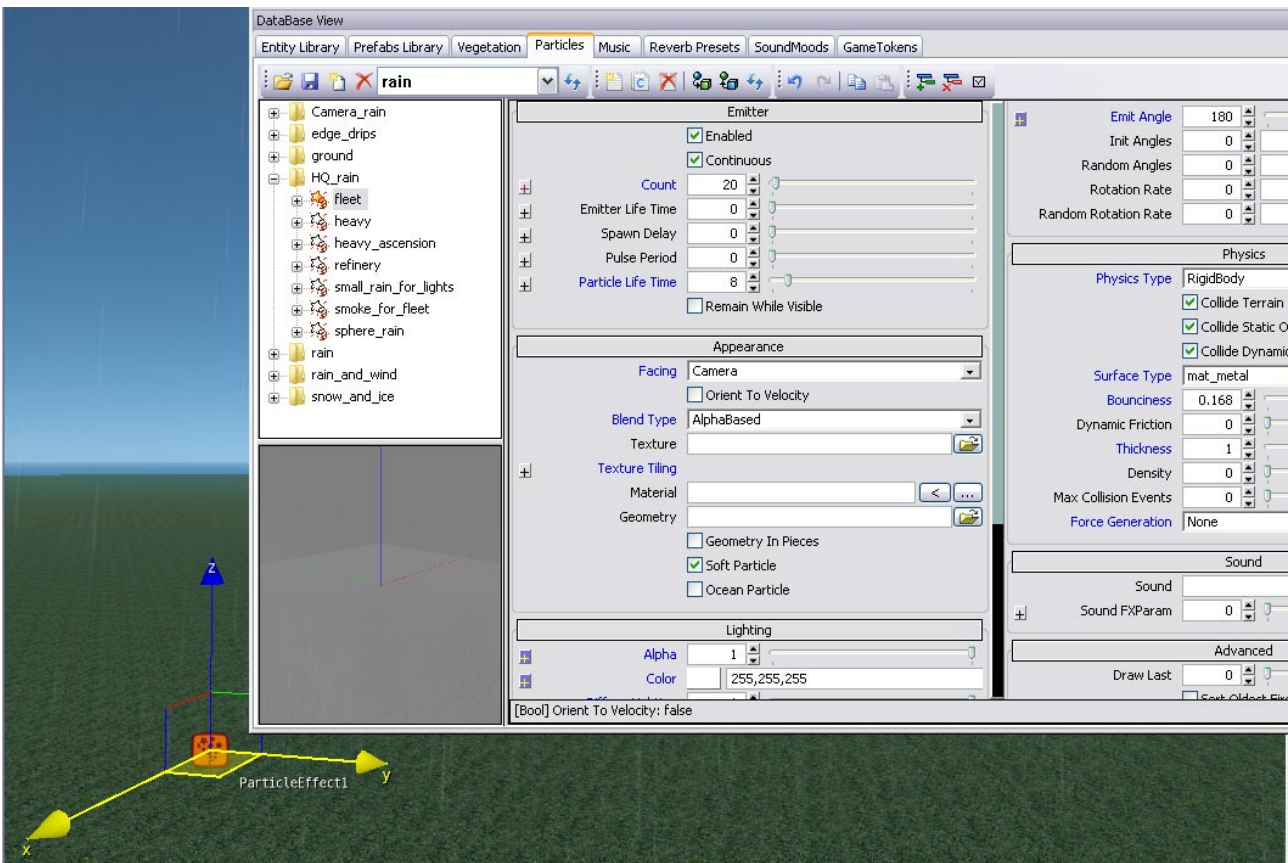


Figure 4: Drag „fleet“ into the screen

5.) To adjust the rain to your preferences, select the rain particle object on your screen and in the Rollup Bar go to its Entity Properties and change the „Count Scale“ and the „Scale“ for example (Figure 5).

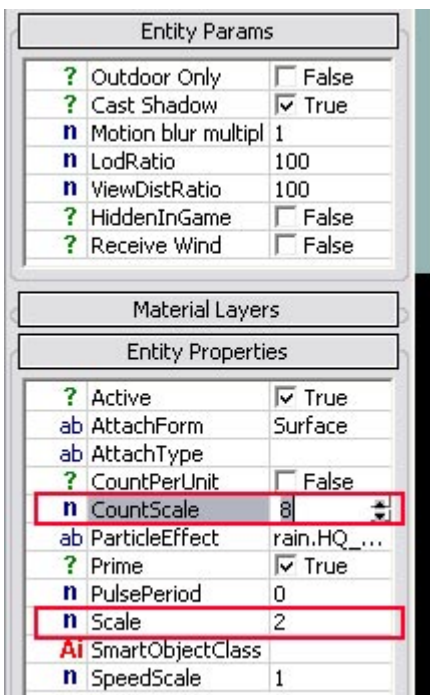


Figure 5: Adjusting the rain properties

6.) if you dont want it to rain inside buildings, then go back to the Database View, switch to the Particles tab and choose the „fleet“ rain in the folder „HQ_rain“. On the right side there will be some options appearing. In the right side of these options search for the „Physics“ section.

At the „Physics Type“ choose „SimpleCollision“ and tick the checkboxes „Collide Static Objects“ and „Collide Dynamic Objects“. Set the same options for the „heavy1“ rain particle (Figure 6).

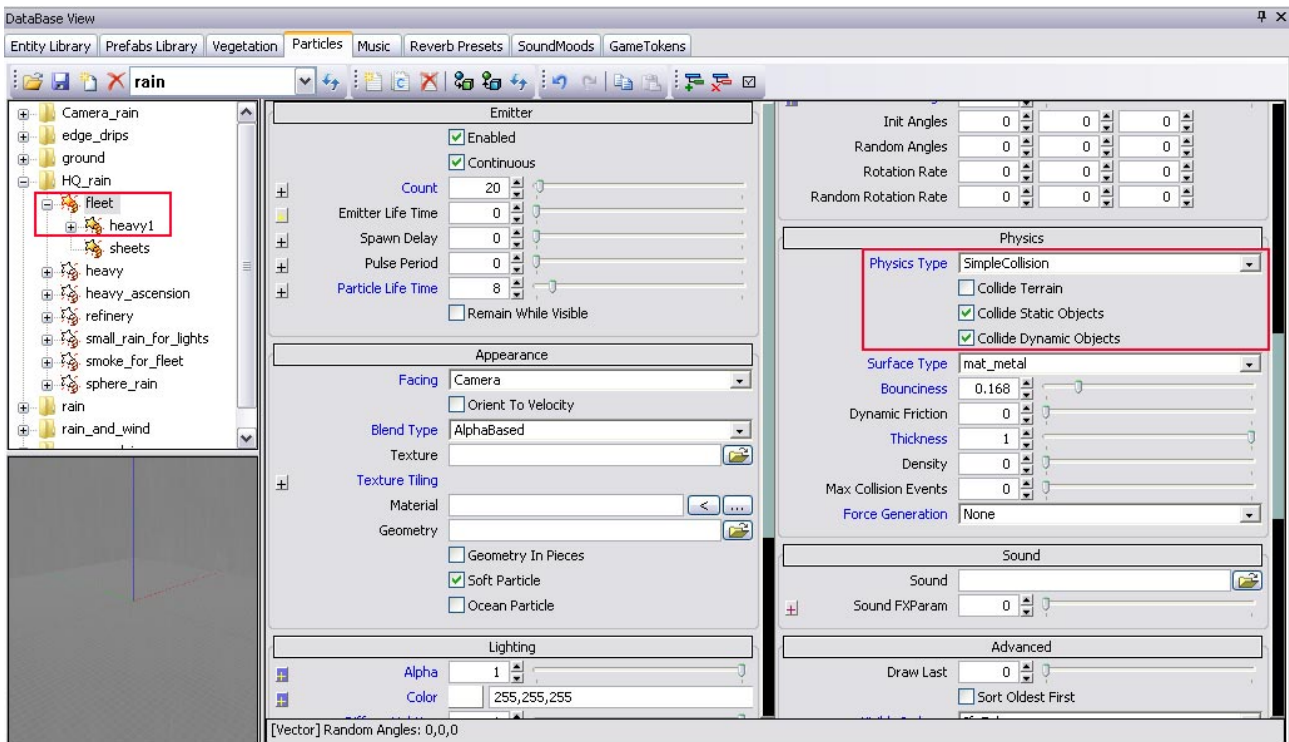


Figure 6: Change the Physics of the effects.

I hope you enjoyed this tutorial and have fun with making your own rain effects.
Written by Dynamo – 11/07/2007