**Let it snow, let it snow, let it snow... , tutorial**

There are a million tutorials on making it rain... this one is to make it... **SNOW!**

I'm presupposing that you have a script file for your map, if not look at [this tutorial](http://users.1st.net/kimberly/Tutorial/scr.htm) ( Thanx to Nemesis ) or at any other tutorial on creating your own script.

Then create a rainfall. Multiple tutorials on this everywhere, like [this tutorial](http://dynamic4.gamespy.com/%7Emap/mohaa/tutorials/rain.php) ( Thanx to Innkeeper ) for example.

In Innkeepers tutorial above, he inserts the following code in the script file:

exec global/weather.scr

exec global/ambient.scr m5l1b

This is a good idea if you whant rain/thunder/flash/lightning wich is what the **global/weather.scr** script produces. This is not so nice for creating our friendly snowy feeling...

...instead, enter this in your stript file:

//The snow

level.rain\_speed = "32"

level.rain\_speed\_vary = "16"

level.rain\_length = "2"

level.rain\_width = "1"

level.rain\_density = ".2"

level.rain\_slant = "250"

level.rain\_min\_dist = "1800"

level.rain\_numshaders = 12

level.rain\_shader = "textures/snow7"

...to create snow. It is more accurate to say that this changes the rainfall to behave and look like snowfall, than to say that it creates snow. Experiment with the values to see the effects ( The values here are "stolen" from level 6 in the single player game. Except the **rain\_shader** that was originally **"textures/snow0"** ) if the result is not satisfactory.

...if you whant some nice ambient outdoor snow sound for that,

I recommend these lines:

//Soundtrack

exec global/ambient.scr m6l1a

Tadaaa! Instant christmas spirit!

- [Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)