

Instructions

Weather Generator Instructions

The weather generator is accessible to the GM from the Party Sheet by selecting the Weather tab.



The screenshot shows a window titled "PARTY SHEET" with a sidebar on the right containing tabs: "Main", "Inventory", "Other", and "Weather". The "Weather" tab is selected and highlighted with a red rectangle. The main area of the window is divided into sections. The top section is labeled "Location Name" and contains a text input field with "Gold Coast". Below this is a section titled "Initial Conditions" with several dropdown menus: "Region" (Arctic), "Season" (Mid Winter), "Time of Day" (Midnight), "Precipitation" (Heavy), and "Wind" (No Wind). There is also a "Temperature" input field with "35" and a unit selector set to "°F". Below the "Initial Conditions" section is a row of buttons: "# Days" (set to 1), "Generate", "Generate Next", "Reset", and "Output to Story". At the bottom of the window is a table with the following headers: "Day", "Time", "Precipitation", "Wind", "Temperature", "°F", "°C", and "Special?". The table body is currently empty.

Setting Parameters

The weather generator allows you to set the Location Name, and the Initial Conditions for generation. The parameters you can select are Region, Season, Precipitation, Wind, Temperature and Time of Day. Other than Temperature, the values you can select are not editable at this time. A future update may allow for more customization of the weather generation options.

Generating Weather

Once the parameters are set, you can select the number of days to generate, 1-10. Clicking the Generate button will generate weather using the values selected in the Initial conditions, and proceeding through the various times of day. The first weather event generated is done using the supplied initial conditions, and all subsequent weather is generated using the previously generated value. In other words, each weather event is based on the values previously generated.

Output

The weather can be output in one of two ways. The "Output to Story" button creates a new story entry with the current generated weather listed as a table.



Location: Gold Coast							
Region: Arctic							
Season: Mid Winter							
Day	Time	Precipitation	Wind	Temperature	°F	°C	Special?
1	Night	Light	Low Winds	Freezing	5	-15	
1	Dawn	Heavy	Low Winds	Freezing	6	-14	
1	Midday	Heavy	Low Winds	Freezing	3	-16	
1	Afternoon	Light	No Wind	Extreme Cold	-10	-23	
1	Evening	Heavy	Low Winds	Extreme Cold	-11	-24	
1	Midnight	Heavy	High Winds	Extreme Cold	-9	-23	BLIZZARD!

Each weather entry also has an Output to Chat button on the far left. Pressing the Output to Chat button will output that weather event to the chat, visible to the GM only.

	<u>Day</u>	<u>Time</u>	<u>Precipitation</u>	<u>Wind</u>	<u>Temperature</u>	<u>°F</u>	<u>°C</u>	<u>Special?</u>
	1	Night	Light	Low Winds	Freezing	5	-15	
	1	Dawn	Heavy	Low Winds	Freezing	6	-14	
	1	Midday	Heavy	Low Winds	Freezing	3	-16	
	1	Afternoon	Light	No Wind	Extreme Cold	-10	-23	
	1	Evening	Heavy	Low Winds	Extreme Cold	-11	-24	
	1	Midnight	Heavy	High Winds	Extreme Cold	-9	-23	BLIZZARD!

Weather Report
 Location: Gold Coast
 Arctic, Mid Winter
 Day 1, Afternoon
 Precipitation: Light Snow
 Wind: No Wind
 Temperature: Extreme Cold -10°F / -23°C

Revision #1

Created 26 November 2023 23:44:08 by Admin

Updated 27 November 2023 00:02:28 by Admin