

# Map Effects

## Helper function prefix: Map\_

The Map Effects module handles a variety of different helpers for the map's effects, including fog and environment particles. It also manages collections of environmental presets to fade between, so you can transition a map's appearance from one state to another.

## Important Functions

### Map\_FadeFogStart

Fade the map-wide fog start value to a new value.

### Map\_FadeFogEnd

Fade the map-wide fog end value to a new value.

### Map\_FadeFogColor

Fade the map-wide fog color to a new color.

### Map\_FadeFogFalloffExp

Fade the map-wide fog falloff to a new value.

### Map\_FadeEnvironmentParticleWindVelocity

Fade the velocity of the environment particles to a new value.

### Map\_FadeEnvironmentParticleColor

Fade the color of the environment particles to a new value.

### Map\_FadeEnvironmentParticleBrightness

Fade the brightness of the environment particles to a new value.

## **Map\_Preset\_SetupFog**

Specify a fog setup for a preset.

## **Map\_Preset\_SetupSecondaryFog**

Specify a secondary fog setup for a preset.

## **Map\_Preset\_SetupDepthOfField**

Specify a DoF setup for a preset.

## **Map\_Preset\_SetupBloom**

Specify a bloom setup for a preset.

## **Map\_Preset\_SetupDirLight**

Specify a direction light setup for a preset.

## **Map\_Preset\_SetupToneMapping**

Specify a tone mapping setup for a preset.

## **Map\_Preset\_SetupColorGrading**

Specify a color grading setup for a preset.

## **Map\_Preset\_SetupSkybox**

Specify a skybox for a preset.

## **Map\_Preset\_Fade**

Fade the map to a particular set of presets.

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