

2D Seasons

Startup – Guide



Made by negleft

Requires Unity 5.6.1f1

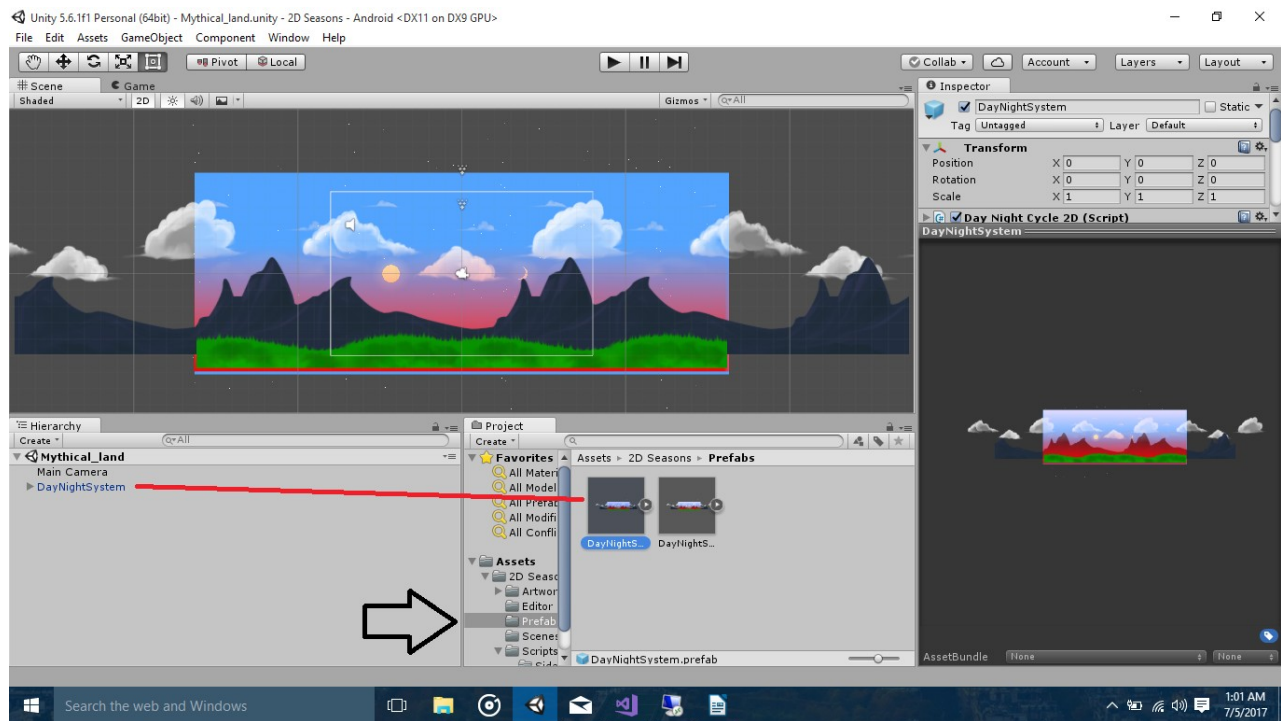
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Scroll it man....

How to set it up?

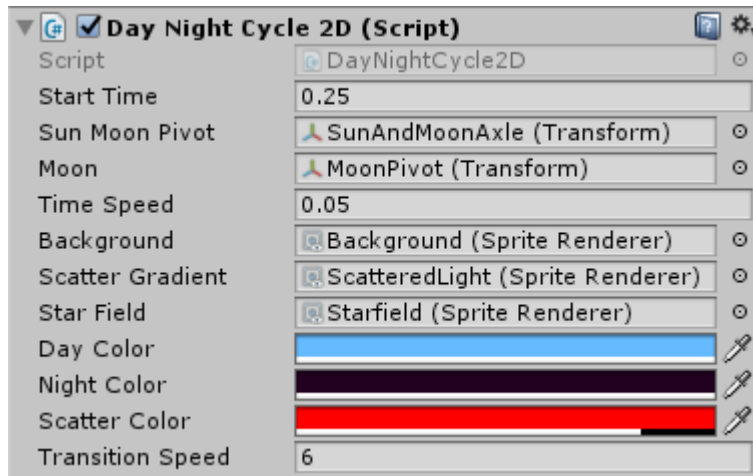
- Import the package into your project
- Go to Assets/2D Seasons/Prefabs
- Choose a prefab of your choice and import it inside your scene.
- There are two types of Prefabs, normal and portable, normal prefab stays still in the scene while portable one has a parallax movement based on camera's position. Look at the demo scenes provided in the package to understand it better.



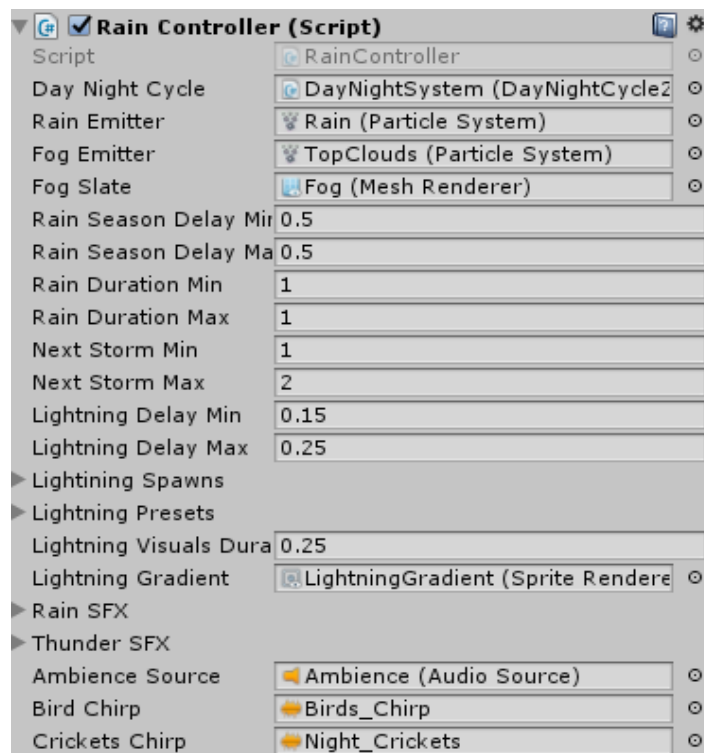
What this script does?

This is just to give you information on what the function a script is and where you can adjust it according to your needs, to know how it works, open the script and read the comments.

DayNightCycle2D : This script is used to control the rotation of the sun and moon based on it's own time calculation methods , while gives you enough variables to control the start time , time speed , color of the background and other cool stuff, also it feeds time data to RainController.



RainController : This script calculates the rain and storm based on variables and cycles through them randomly , it also has cool functions to toggle between auto mode of seasons or if you want to transit to next weather. Look at the demo scenes to understand it better , you can have trigger zones to trigger a weather anytime.



This also has a lot of variables , audio files in an array will be chosen and played randomly every time.

RainSeasonDelay (min/max): after how much time there will be a rain.

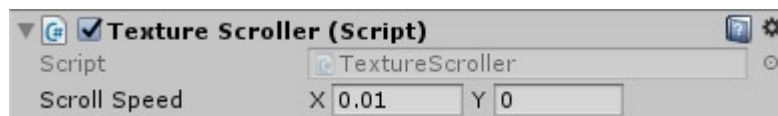
RainDuration (min/max): how long the rain will keep pouring.

NextStorm (min/max): when will be the next storm. After this number of rains there will be a storm.

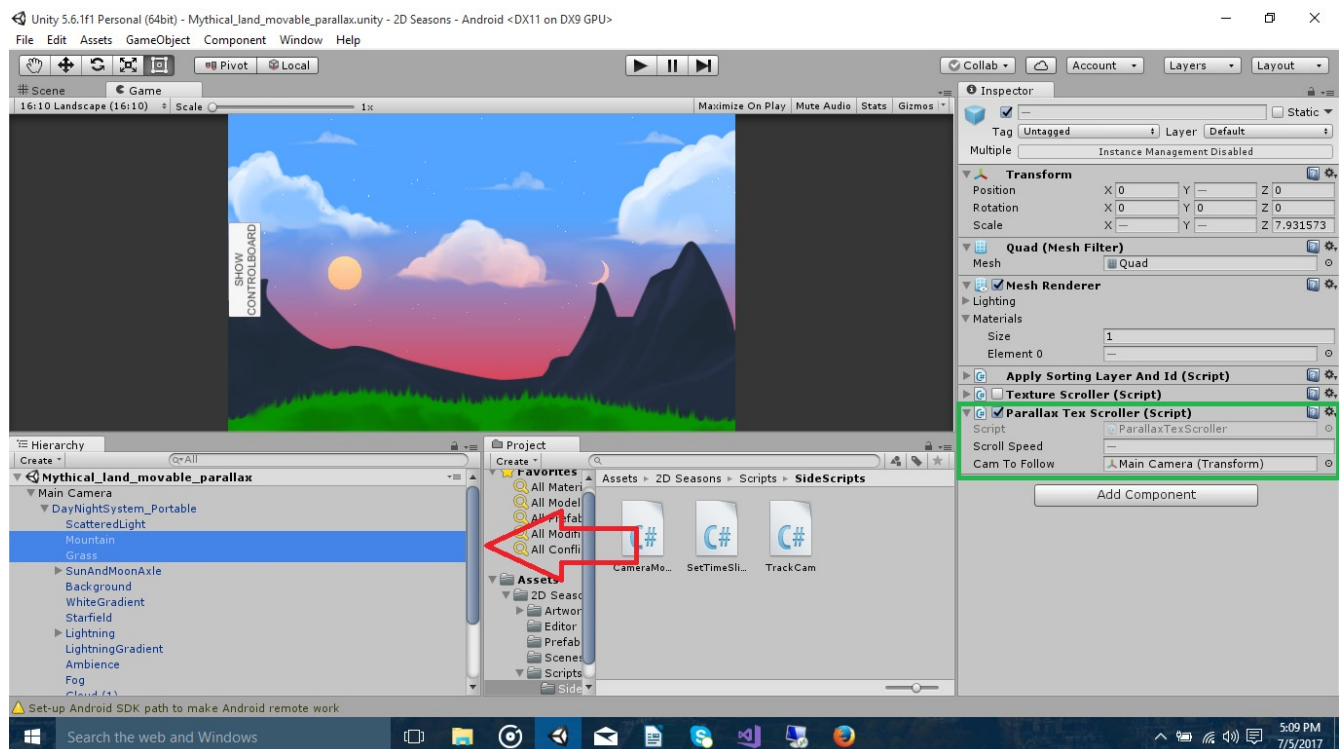
LightningDelay (min/max): delay between each lightning strike.

Open the script in IDE to understand them better.

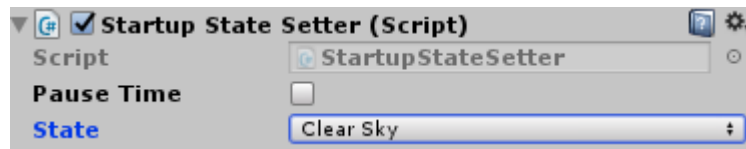
TextureScroller : This script scrolls the texture on the x and y axis based on input, this is good for the scene where the camera doesn't follow the character , for where camera has to move and has to have a ParallaxingEffect use ParallaxTexScroller.



ParallaxTexScroller : This script used for scrolling the texture based on camera's position in the world space, it can be found on the elements listed below, if no camera is assigned then the main camera will be used.



StartupStateSetter : This sets the state from auto mode to a single one like , the system will keep on raining or keep on storming or will have a clear sky, this script can only set at the start.



These are the important and main scripts of the system.

Important trigger functions

These are some important functions that will have some direct effect on the day night cycle and weather system.

To call these function or functions you have to have a reference to the DayNightCycle2D script in the scene.

PauseAndUnPause() - This function is used to pause and unpause the day night cycle.

SetNewTime(float) - This function is used to set the time of the day.

To call these function or functions you have to have a reference to the RainController script in the scene.

KeepOnRaining() - This function is used to trigger the raining effect, after calling this function the system will keep on raining.

KeepOnStorming() - This function is used to trigger the storming effect, after calling this function the system will keep on storming.

ResetToAutoMode() - This function is used to revert the system back to auto mode, system will start cycling through the seasons randomly.

NoRainNoStorm() - This function is used to trigger the system to have a clear sky.

How to re-skin?

- Create a texture of your choice just make sure that it is tillable, in the import settings set the Wrap mode to Repeat and apply it with the shader Unlit/UnlitAlphaWithColor

- adjust it according to your needs.
- Replace the material on the plane or geometry with this one.

You can do this for as many elements you want, or you can also buy themes packs those will be released very soon.

A bit more

- Got any problems? contact me on the support email provided in the product's page.
- Learn more on how system works by opening the scripts and reading the comments
- I will be constantly working on this application while updating it regularly with new features and fixes
- Feel free to edit any script to make it work according to your needs

Thanks for trying my asset

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