1- HOW TO ACCESS TO VARIABLES FROM ANOTHER SCRIPT.

- This system is built in singleton, so you don't need to use "Get Component".
- The syntax of the Singleton is "SkyProject.instance"

2- HOW TO CHANGE COLORS FROM ANOTHER SCRIPT.

- If you want to change colors from another script you need to do like this:

  - //That's a variable for the top color.
  - var topColor: Color;

  - //That's a variable for the bottom color.
  - var bottomColor : Color;

  - //That's a variable for the blend time.
  - var blendTime : float = 1;

- The second thing we need to do is "stop" the color code from the main system.
  It's easy because i added a custom variable for it:
  - SkyProjectScript.instance.stopColors=true;

- I added variables for stop ambient light and sun color:
  - SkyProjectScript.instance.stopSunColor=true; This is for stop the color of the Sun.
  - SkyProjectScript.instance.stopAmbient=true; This is for stop the color of the Ambient Light.

- The next thing we need to do is change the colors:
  - //That's the code for change the top color of the sky.
  - SkyProject.instance.topColor = Color.Lerp(SkyProject.instance.topColor, topColor, blendTime);

  - //That's the code for change the bottom color of the sky.

- SkyProject.instance.bottomColor = Color.Lerp(GetComponent(SkyProject).bottomColor, bottomColor, blendTime);

- //That's the code for change the ambient color.
- RenderSettings.ambientLight = Color.blue;

- And if we want to return to the sky colors we need to put this:
  - SkyProject.instance.stopColors=false;
  - SkyProject.instance.stopSunColor=false;
  - SkyProject.instance.stopAmbient=false;

3- HOW TO ENABLE RAIN FROM ANOTHER SCRIPT.

- If we put the random number to a less value than the percentage, it will rain everytime only if we put rainlight or rainheavy = true:
  - SkyProject.instance.rainlight = true; ||or|| SkyProject.instance.rainheavy = true;
  - SkyProject.instance.Weather.RainSettings.randomNumber = 0;

- And if we want to return to the normal values and disable the rain in this script:
  - SkyProject.instance.Weather.RainSettings.randomNumber = 100;

I will add more documentation on future updates or in users request.
Thanks in advanced. KirbyRawr