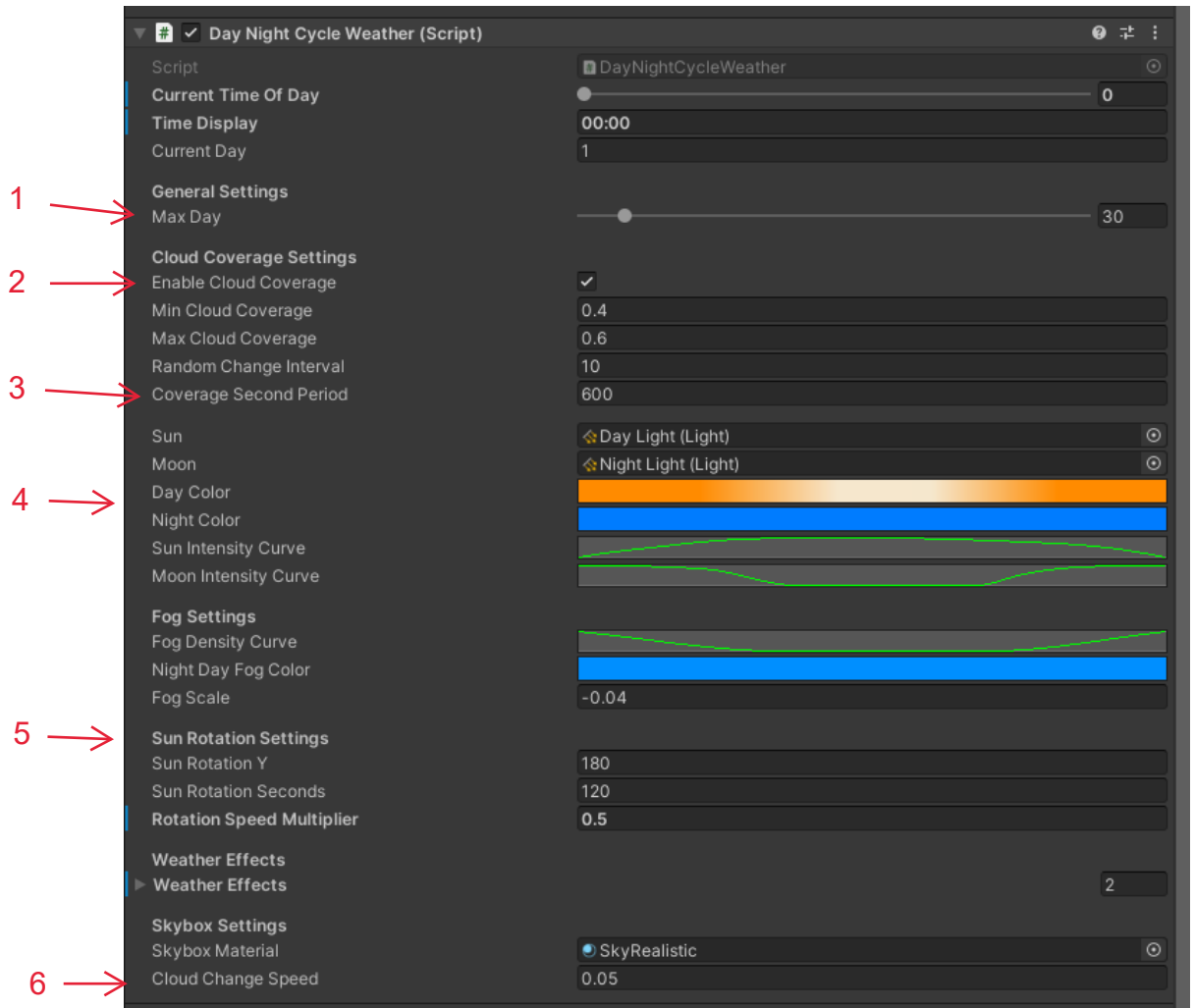


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For good quality texture, set the settings  
Compression: Hihg Quality

For mobile devices, change the texture resolution to  
around 256x25



1) Max Day sets the maximum number of days. After the last day is completed, the cycle will restart from the first day.

2) This function enables the ability to change the Cloud Coverage within the minimum and maximum values throughout the entire game.

3) This function is responsible for the time (speed) during which the coverage will change.

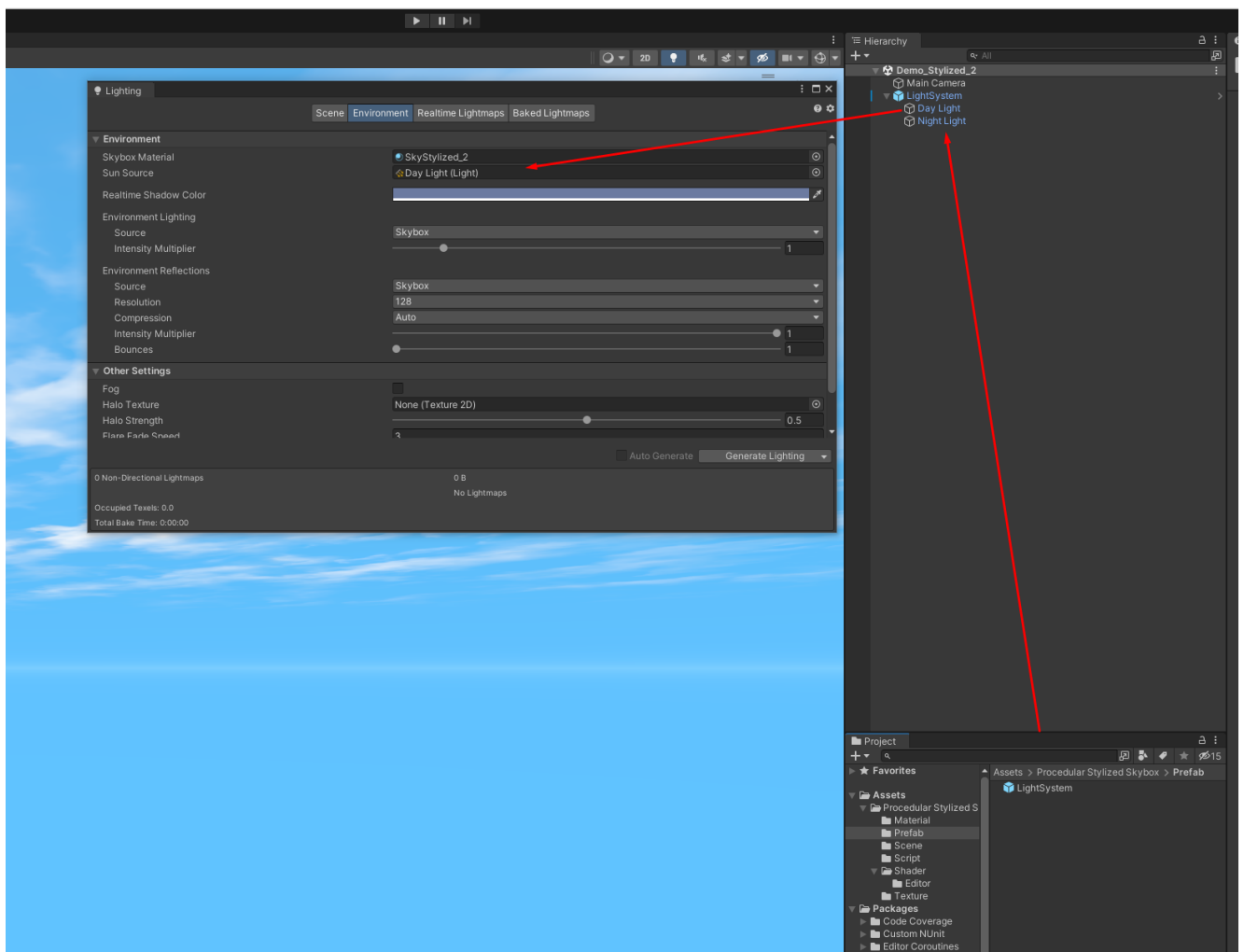
4) Here, the color settings are configured for nighttime and daytime, while the curves control the brightness during specific time intervals.

5) Sun Rotation Y is the setting for the sun's position.  
Sun Rotation Seconds defines how long a day lasts in seconds.  
Rotation Speed Multiplier adjusts the speed of the parameter above, either increasing or decreasing it.

6) Cloud Change Speed: This controls how quickly the CloudCoverage specified in the Weather Effect changes.

## Setup

Add the LightSystem prefab to the scene, connect an existing light or one already present in the project, and don't forget to remove any extra lights.



Your textures should have the Repeat mode enabled.

