

Belt Lighting

This component can be used to generate the **Lighting Tex** for the SgtBelt component.

Belt

The belt the generated texture will be applied to.

Width

The resolution of the generated texture's lighting gradient in pixels.

Format

The format of the generated texture.

NOTE: This should be any RGBA format.

Front Power

This allows you to set how dead-on forward you must be facing for the belt asteroids to be fully lit.

Back Power

This allows you to set how dead-on backward you must be facing for the belt asteroids to be lit by back scattering.

Back Strength

This allows you to set how strong the back scattering brightness is.

Base Strength

This allows you to set the base brightness of the asteroids at all angles.

[CONTEXT] Export Texture

This allows you to save the generated texture as an asset that can be used with many belts to save memory.

[CONTEXT] Update Texture

This forces the texture to be regenerated.

NOTE: This should get called automatically.

[CONTEXT] Update Apply

This applies the generated texture to the selected **Belt**.

NOTE: This should get called automatically.