

# Ring Lighting

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

## Ring

The ring 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 ring asteroids to be fully lit.

## Back Power

This allows you to set how dead-on backward you must be facing for the ring 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 rings 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 **Ring**.

NOTE: This should get called automatically.