Atmosphere Lighting

This component allows you to generate the **LightingTex** for the SgtAtmosphere component.

Atmosphere

This is the atmosphere the generated texture will be applied to.

Width

This allows you to set the resolution of the generated texture in pixels.

Format

This allows you to set the format of the generated texture.

NOTE: This should be an RGBA color format.

Sunset Start

This allows you to set the start point of the sunset in the [0..1] range, where 0 is the farthest point on the dark side opposite the light.

Sunset End

This allows you to set the end point of the sunset in the [0..1] range, where 1 is the farthest point on the light side facing the light.

Sunset Power R

This allows you to set the sharpness of the red channel during the sunset transition.

Sunset Power G

This allows you to set the sharpness of the red channel during the sunset transition.

Sunset Power B

This allows you to set the sharpness of the red channel during the sunset transition.

[CONTEXT] Export Texture

This allows you to save the generated texture as an asset that can be used with many atmospheres 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 **Atmosphere**.

NOTE: This should get called automatically.