Cloudsphere Fade

This component allows you to generate the **FadeTex** for the SgtCloudsphere component.

This texture is used to store the opacity of the cloudsphere at a given camera distance.

Cloudsphere

This is the cloudsphere 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.

Ease

This allows you to set the transition style between the start and end point of the fade transition.

Power

This allows you to set the sharpness of the fade 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 **Cloudsphere**.

NOTE: This should get called automatically.