Ring

This component handles rendering of planetary rings and accretion disks. The rings can be split into multiple segments to improve depth sorting, and can receive lighting & shadows.

Color

This allows you to tint the ring color.

Brightness

The **Color**.RGB values get multiplied by this when written to the shader. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the jovian will be placed in.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Transparent render queue is 3000, so an offset of 5 will set the render queue to 3005.

Main Tex

This allows you to set the main texture applied to the disc. The left side of the texture will render on the inner edge of the ring, and the vertical axis will be wrapped around the ring.

Segments

This allows you to set how many segments will be used to complete the disc.

Mesh

This allows you to set the mesh used to render the ring.

Detail

If you enable this, the ring will have a detail texture applied.

Detail Tex

This allows you to set the detail texture applied to the ring.

Detail Scale X

This allows you to set the tiling down the radius of the ring.

Detail Scale Y

This allows you to set the detail texture tiling around the ring.

Detail Offset

This stores the current detail texture UV offset value.

Detail Speed

This allows you to set how much the 'Detail Offset' setting changes per second.

Detail Twist

This allows you to set how much the detail texture twists as it approaches the outer radius.

Detail Twist Bias

This allows you to set how far up the detail texture twist begins.

Fade

If you enable this, the ring will fade out as the camera approaches.

Fade Tex

This allows you to set the lookup table used to calculate the fading amount based on the camera to fragment distance.

The SgtRingFade component can be used to generate this.

Fade Distance

This allows you to set the distance at which the fading effect begins in world space.

Lit

If you enable this, then the ring will be subject to ambient lighting, and allow lighting and shadows.

Lighting Tex

This allows you to set the lookup table used to calculate the current brightness & color of the ring based on the camera to fragment to light angle.

The SgtRingLighting component can be used to generate this.

Scattering

This allows you to enable light scattering.

Scattering Mie

This allows you to set how sharply the incoming light is scattered.

Scattering Strength

This allows you to set how strong the scattering effect is.

Lights

If you want a light to shine on this then add it here.

NOTE: Only the first active light will be used for lighting.
NOTE: Only the first two active lights will be used for scattering.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

[CONTEXT] Update Material

This option will force the ring material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Update Mesh

This option will apply the **Mesh** to all models.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Update Models

This option will force the ring models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.