

# Jovian Depth

This component allows you to generate the **DepthTex** for the SgtJovian component.

This texture is used to store the opacity and color of the jovian at a given optical depth.

## Jovian

This is the jovian 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.

## Rim Ease

This allows you to set the transition style between the center and the edge/rim of the jovian.

## Rim Color

This allows you to set the color of the jovian edge/rim.

## Rim Power

This allows you to set the sharpness of the rim color transition.

## Alpha Density

This allows you to set the density of the jovian.

## Alpha Fade

This allows you to set how sharp the edge/rim fading is.

## [CONTEXT] Export Texture

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

NOTE: This should get called automatically.