

Cloudsphere Depth

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

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

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.

Rim Ease

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

Rim Color

This allows you to set the color of the cloudsphere 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 cloudsphere.

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 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.