

# Cloudsphere Lighting

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

## 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.

## 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 **Cloudsphere**.

NOTE: This should get called automatically.