

Atmosphere Scattering

This component allows you to generate the **ScatteringTex** for the SgtAtmosphere component.

Atmosphere

This is the atmosphere the generated texture will be applied to.

Width

This allows you to set the resolution of the generated texture's day/night transition 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 **Atmosphere**.

NOTE: This should get called automatically.