

# Atmosphere Depth

This component allows you to generate the **InnerDepthTex** and **OuterDepthtex** for the SgtAtmosphere component.

These textures are used to store the opacity and color of the atmosphere at a given optical depth.

## Atmosphere

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

## Width

This allows you to set the resolution of the generated textures in pixels.

## Format

This allows you to set the format of the generated textures.

NOTE: This should be an RGBA color format.

## Horizon Color

This allows you to set the color of the horizon that both depth textures blend toward.

## Inner Ease

This allows you to set the transition style of the inner atmosphere.

## Inner Color

This allows you to set the color of the center of the atmosphere surface.

## Inner Color Power

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

## Inner Alpha Power

This allows you to set the sharpness of the inner alpha transition.

## Outer Ease

This allows you to set the transition style of the outer atmosphere.

## Outer Color

This allows you to set the color of the outside of the atmosphere sky.

## Outer Color Power

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

## Outer Alpha Power

This allows you to set the sharpness of the outer alpha transition.

## [CONTEXT] Export Inner Texture

This allows you to save the inner depth texture as an asset that can be used with many atmospheres to save memory.

## [CONTEXT] Export Outer Texture

This allows you to save the outer depth texture as an asset that can be used with many atmospheres to save memory.

## [CONTEXT] Update Textures

This forces the textures to be regenerated.

NOTE: This should get called automatically.

## [CONTEXT] Update Apply

This applies the generated textures to the selected **Atmosphere**.

NOTE: This should get called automatically.