

Lightning Spawner

This component allows you to spawn lightning randomly around your planets.

Delay Min/Max

This allows you to set the interval between each lightning being spawned.

Life Min/Max

This allows you to set how long each lightning remains visible for.

Size Min/Max

This allows you to set the size of each lightning in degrees.

Detail

This allows you to set how detailed the generated lightning mesh will be (50 is the default).

Radius

This allows you to set how far from the planet's center you want the lightning to spawn.

Colors

This allows you to set all the colors you want the lightning to have.

Brightness

This allows you to set the maximum brightness for the spawned lightning.

Sprites

This allows you to set the lightning sprites.

NOTE: The red color channel for lightning sprites is used to control the opacity/shape of the lightning.

NOTE: The green color channel for lightning sprites is used to control when the current pixel begins fading in relative to the age of the lightning. So a color value of 128 (0.5) means this pixel will become visible when the lightning has aged half of its life.

NOTE: The blue color channel for lightning sprites is used to control when the current pixel finishes fading out relative to the age of the lightning. So a color value of 255 (1.0) means this pixel will become hidden when the lightning has aged all of its life.