

Smart Lighting 2D

Updated: 2018/11/07

Current Asset Version: 1.0.0

Latest Documentation: [Link](#)

Roadmap: [Link](#)

Discord: [Link](#)

- **Lighting2D Components**

- [Components](#)
- [Component Reference](#)
- [Bonus Components](#)

If there are any questions/feature requests or need help, feel free to contact!

Documentation is the development, there will be updates!

Forum Discussion (Soon)

Contact

E-mail: simonas@kuzmickas.lt

Discord: <https://discord.gg/AktrfBe>

Leaving a Review would help a lot! 😊

Lighting2D Components

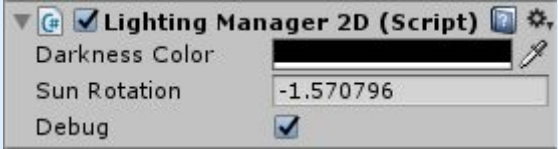
Components

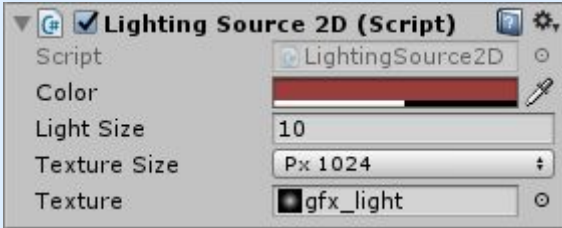
LightingManager2D	<i>Used to select performance and other lighting options</i>
LightingSource2D	<i>Point 2D Lighting Source</i>
LightingCollider2D	<i>This component uses Colliders to add lighting collisions</i>
LightingRoom2D	<i>This component creates lighting masks</i>


Bonus Components

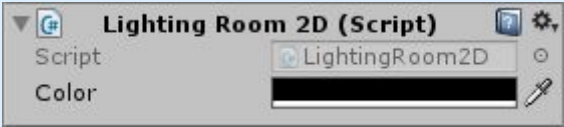
Mesh2D	<i>Creates a mesh from attached Collider2D</i>
ColliderLineRenderer2D	<i>Draw lines for the attached Collider2D</i>
JointRenderer2D	<i>Draws lines for the attached joint components</i>


Component Reference

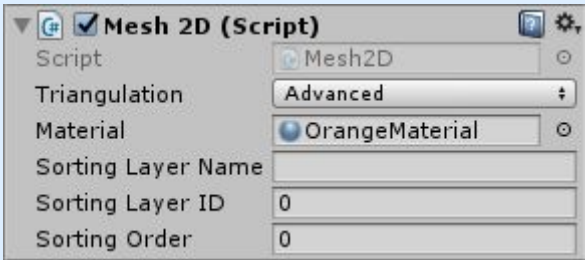
Lighting Manager 2D	
appearance	
description	
information	Parameters: <ul style="list-style-type: none">Texture Type

Lighting Source 2D	
appearance	
description	
information	Parameters: <ul style="list-style-type: none">

Lighting Collider 2D	
appearance	
description	
information	Parameters: <ul style="list-style-type: none">

Lighting Room 2D	
appearance	
description	
information	Parameters: <ul style="list-style-type: none"> Texture Type

ColliderLineRenderer2D	
appearance	
description	<i>Draws lines for attached Collider2D</i>
information	Parameters: <ul style="list-style-type: none">

Mesh2D	
appearance	
description	<i>Creates a mesh from already attached Collider2D</i>
information	Parameters: <ul style="list-style-type: none">