



Day And Night Cycle

Day And Night cycle is great for any game needing a day and night time setup. The package allows you to setup how long a day should be and the night. You can set when the sun should set and rise. Day And Night cycle also has a script which allows you to have lights which turn on at night and off during the day. You can have multiple suns of colors or brightness.

Adjusting the options for the Day and Night cycle.

- Once you have opened the scene select the GameTime object in the Hierarchy.
- Under the script Game Time (Script).
- Sun allows you to add more suns.
 - Adding more suns simply click the drop down on the left side of the word sun then change Size to the number of suns you would like to have. Drag the directional light you would like to use for the sun onto each element.
 - Your new sun must have a Sun.cs script placed on it.
 - You should also use a Lens Flare on the sun.
- Day Cycle In Minutes is how long your day is going to be in minutes.
- Sun Rise / Sun Set are both used to adjust when the sun will be in Sun Rise / Sun Set mode. Adjusting these could result in a longer day or longer night. You may need to adjust these if you make your day longer.
- Skybox Blend Modifier is used to decide when the skybox is going to start blending into night.
- Amb Light Max / Min are used to control the max brightness the Amb light should ever make or the lightness the Amb light should make.
- Morning / Night light are used to adjust when the house lights or light pole lights turn on or off.
- ANY light you want to be on the Timer for turning off during the day and on during the night has to have a TimedLighting.cs script attached to it.

Setting Up a Sun.

- Suns are created from Directional lights.
- Make sure to name your new sun when you create one so you can tell the difference.
- Your new sun must have a Sun.cs script placed on it.
- You should also use a Lens Flare on the sun.
- Select the GameTime object in the Hierarchy.
 - To add more suns simply click the drop down on the left side of the work sun then change Size to the number of suns you would like to have. Drag the directional lights you are going to use for your sun onto each element.

Setting Up Timed Lights.

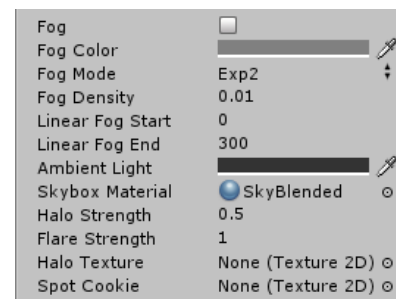
- To set up a timed light all you have to do is place the TimedLighting.cs script on the light you want to turn on and off.

SkyBlended Makes the Skyboxes blend though the day.

- In the prefabs folder is a texture called skyBlended.
- This uses a shader located under RenderFX/skyboxBlended.
- The top set of setting are for the night skybox then the bottom set is for Day.

Exporting To Your Own Scene.

- In the Export folder is located a Unity3d Export package.
- This package has only the minimal items needed to make the package work.
- To export your own you will need to export the GameTime, SkyBlended and all their dependencies
- You need to change the RenderSettings to match image to the right.
- All scripts must be brought will for the Day and Night to work.
- CSharpMessenger Extended must start in a folder named CSharpMessenger Extended.



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