

```
1 using System;
2 using UnityEngine;
3
4 public class RandomSkybox : MonoBehaviour
5 {
6     //public Material Sunrise;
7     public Material Sunset;
8     public Material Night_Moonless;
9     public Material Night;
10    public Material Day;
11    public Material Day_Sunless;
12
13
14    private Timer timer;    //timer 호출
15    private Material selectedDaySkybox;
16    private Material sealectedNightSkybox;
17    private Material currentSkybox;
18
19    void Start()
20    {
21        timer = FindObjectOfType<Timer>();
22
23        if (timer == null)
24        {
25            Debug.LogError("Timer script not found");
26            return;
27        }
28
29        selectedDaySkybox = UnityEngine.Random.value < 0.5f ? Day :
Day_Sunless;
30        sealectedNightSkybox = UnityEngine.Random.value < 0.5f ? Night :
Night_Moonless;
31        // Timer 클래스의 이벤트에 대한 구독
32        timer.OnTimeChanged += UpdateSkyboxWithDateTime;
33        timer.OnHourChanged += UpdateSkyboxWithInt;
34
35        // 초기에 한 번 스카이박스 설정
36        UpdateSkyboxWithDateTime(timer.CurrentTime); // 현재 시간 값 전달
37    }
38    void UpdateSkyboxWithDateTime(DateTime currentTime)
39    {
40        // 시간에 따른 스카이박스 설정
41        UpdateSkybox(currentTime.Hour);
42    }
43
44    void UpdateSkyboxWithInt(int currentTimeHour)
45    {
46        // 시간에 따른 스카이박스 설정
47        UpdateSkybox(currentTimeHour);
48    }
49
50    void UpdateSkybox(int currentTimeHour)
51    {
```

```
52     Material newSkybox = null;
53
54     if (IsSunset(currentTimeHour))
55     {
56         newSkybox = Sunset; // 15~18
57         //Debug.Log("sunset");
58     }
59     else if (IsDay(currentTimeHour))
60     {
61         newSkybox = selectedDaySkybox;
62         //Debug.Log("Day");
63     }
64     else if (IsNight(currentTimeHour))
65     {
66         newSkybox = sealectedNightSkybox;
67         //Debug.Log("night");
68     }
69     if(newSkybox != null && newSkybox != currentSkybox)
70     {
71         RenderSettings.skybox = newSkybox;
72         currentSkybox = newSkybox;
73         //Debug.Log("Skybox updated to : " + currentSkybox.name);
74     }
75 }
76
77 bool IsDay(int currentTimeHour)
78 {
79     return currentTimeHour ≥ 7 && currentTimeHour < 13;
80 }
81
82
83 bool IsSunset(int currentTimeHour)
84 {
85     return currentTimeHour ≥ 13 && currentTimeHour < 16;
86 }
87
88 bool IsNight(int currentTimeHour)
89 {
90     return currentTimeHour ≥ 16 && currentTimeHour < 19;
91 }
92 }
93
```