Light Behavior 1.1 – Update Notes

Light Behavior 1.1 features 4 new light behaviors, offering a lot more customization than previous behaviors, using things like Editor Extensions to make a more stream-lined workflow for the user.

New Behaviors:
 - Police Behavior
 - Fire Behavior
 - Flicker Behavior
 - Blink Behavior

Police Behavior
Police Behavior is an entirely new behavior, simulating the siren lights on top of a police car.
A Prefab of this behavior can be found in the new Prefabs folder inside of "Light Behavior 1.1" that demonstrates how this behavior is best used.

Fire, Flicker and Blink
Fire, Flicker and Blink is similar to the previous behaviors with the same name. However, the behaviors in 1.1 is much more advanced and offer a lot more customization, giving much more control of each behavior and making it easier to make the lights behave exactly as you want them to. This is partly because all of the behaviors contained in 1.1 are linked with editor extensions (Found in the "Editor" folder), making it possible to have a lot more customization in each behavior without overwhelming the user with variables.

PRESETS
There are no prefabs of the Fire, Flicker and Blink behaviors contained in 1.1, instead a "Preset" can be set directly within the inspector.

Example: Fire Behavior

1.
Add the new Fire Behavior as a component to a point light within your scene

2.
In the inspector you'll see a drop-down menu with the text "Choose Preset", this is by default set to "Camp Fire"

3.
Press the Button "Use Chosen Preset" that is located beneath the drop-down menu.
By pressing this button, the values of the fire behaviors are changed to the ones stored within the current preset. The Light is now set to behave like a camp fire.