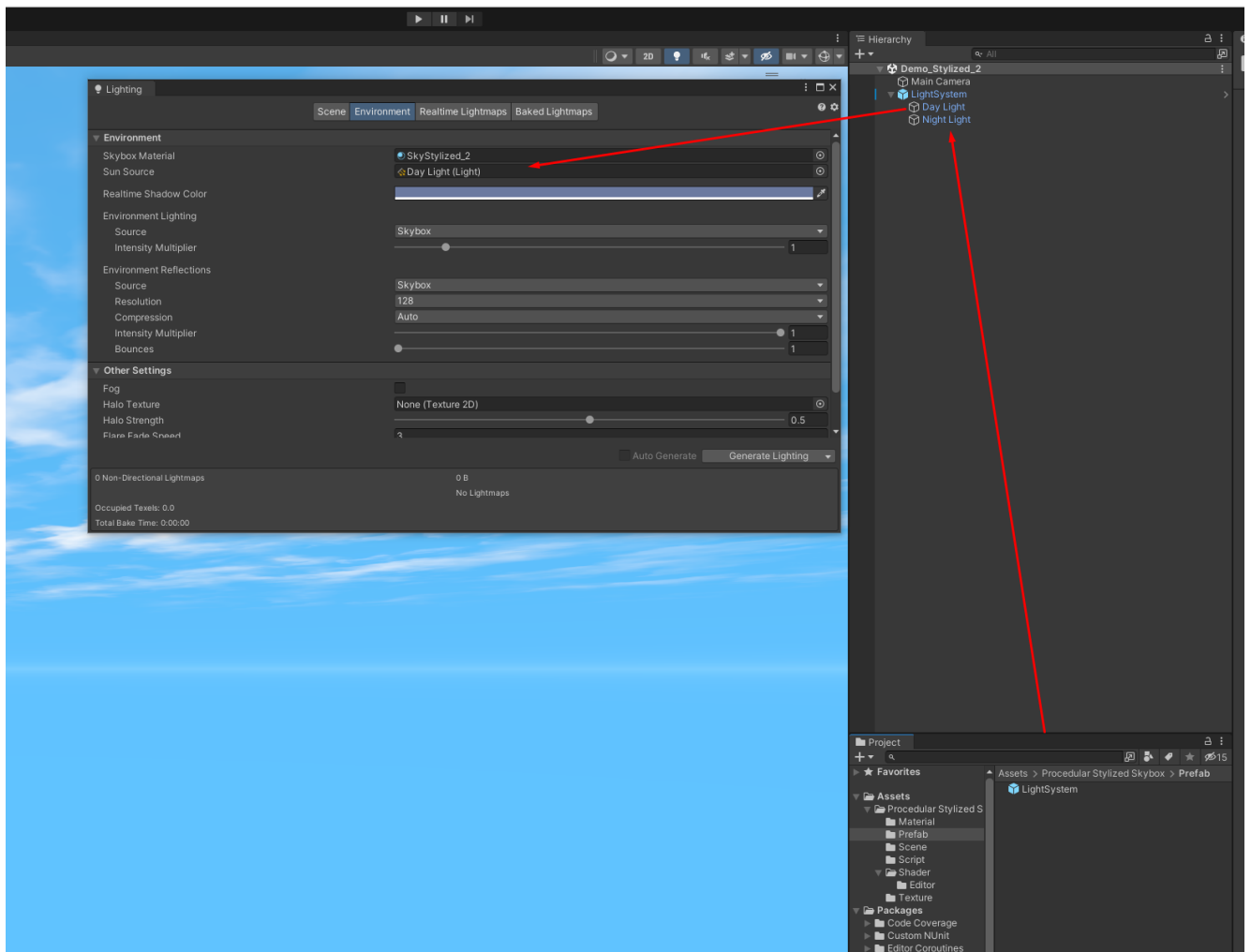Thank you for your purchase
Support email: biostart61@gmail.com

For good quality texture, set the settings
Compression: Hihg Quality

For mobile devices, change the texture resolution to
around 256x25

Setup

Add the LightSystem prefab to the scene, connect an existing light or one already present in the project,
and don't forget to remove any extra lights.

For URP, higher Intensity is required.
Material settings also differ, and there is an example of a material for URP in the project
Day Duration controls the rotation speed, determining how quickly a day will pass..
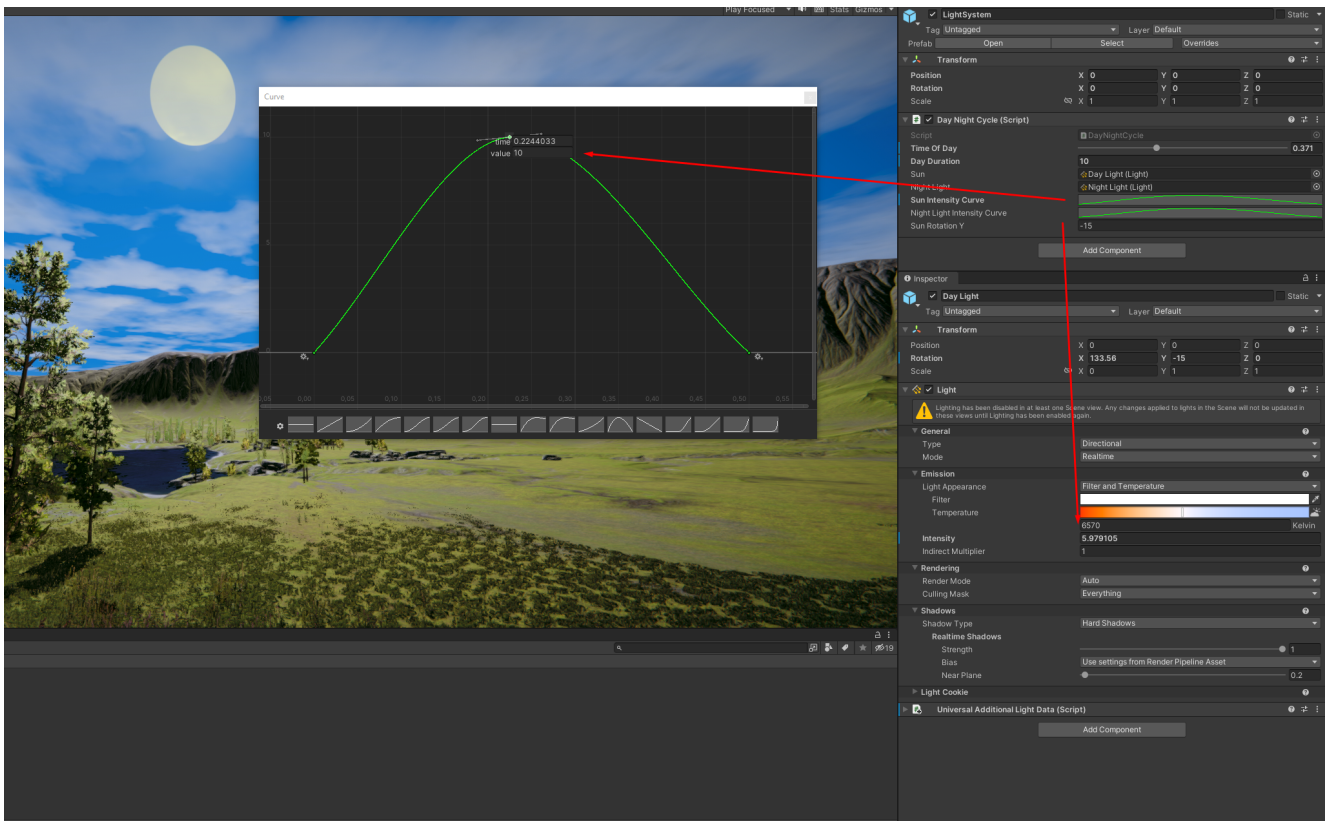
Your textures should have the Repeat mode enabled.