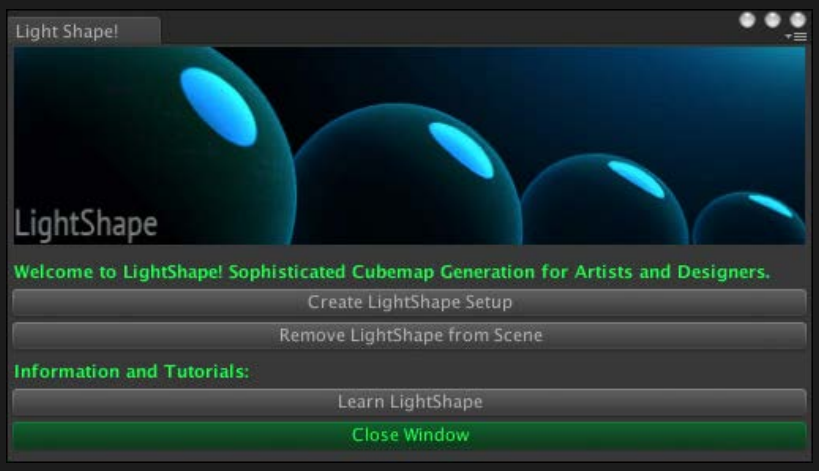
# Editor & Inspector Reference

*Be sure to register by sending an email with your Invoice Number to* ***cscherubini@gmail.com*** *to receive update information.*

### The LightShape Window




**1. Create LightShape Setup:** Button

Button will add an **LSManager** and an **LSPrope** ,as its child,  with default setting.

**2. Remove LightShape from Scene:** Button

Will remove the LSManager and any LSProbes that are in the scene. it will not delete anything from the Project Directories.

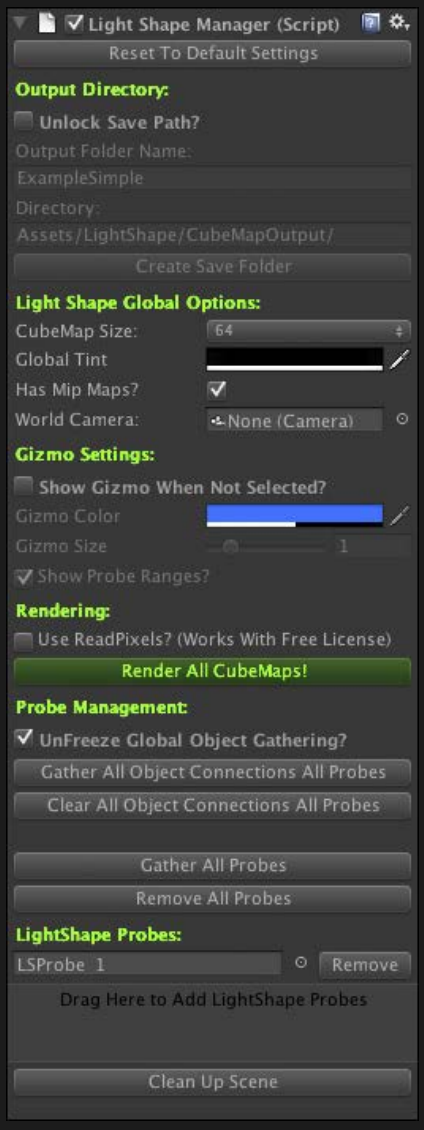
**3. Learn LightShape:** Button

Will open a web browser to the online information site.

**4. Close Window:** Button

Will close the **LightShape** Window.

### The LSManager Inspector




**1. Unlock Save Path:** Toggle

This is here to ensure accidental folder naming does not happen. Uncheck to create new save paths.

**2. Output Folder Name:** String

This is the name of the Output Folder where Cubemaps will be saves after generation.

**3. Directory:** String

This is the file path to the Output Folder.

**4. Create Save Folder:** Button

Creates Output Path, Folder, and turns on the **Unlock Save Path** toggle.

**5. Cubemap Size:** Dropdown

This is how big the Cubemaps are in Pixels.

**6. Global Tint:** Color

Use this to Tint Every Probe's Cubemap to a color in the Managers Probe list.

**7. Has Mips:** Toggle

This will toggle Mip Map generation for all Cubemaps. Mip Maps are used my the LightShape Shaders for blurry reflection levels.

**8. World Camera(Optional):** Object Field > Camera

This is the Camera used for the Background Color on Probes.

**9. Show Gizmo When Not Selected?:** Toggle

Scene Gizmos for **LSProbes** will be visible without the **LSMaganer** or **LSProbe** selected if ON.

**10. Gizmo Color:** Color

Color of the **LSProbe** Scene Gizmo.

**11. Gizmo Size:** Slider

Size of the **LSProbe** Scene Gizmo.

**12. Show Probe Ranges:** Toggle

This Toggles Visibility of the Radius of **LSProbe** Scene Gizmos.

**13. Use Read Pixels(Works With Free License):** Toggle

**On** will use the **Read Pixels Method** that works with the **Free Version** of **Unity. Off** will use **Render Texture Method.**

**14. Render All Cubemaps:** Button

Click this to **Render All** LSProbe's Cubemaps.

**15. Unfreeze Global Object Gathering?:** Toggle

Toggles the lockout of ALL **LSProbe** Object Gathering.

**16. Gather All Object Connections All Probes:** Button

Will Gather Objects into **LSProbe** object lists that are inside of an LSProbe Radius. Objects will not be in more than one LSProbe list.(magic!)

**17. Clear All Object Connections All Probes:** Button

Will Clear all **LSProbe** object lists.

**18. Gather All Probes:** Button

Finds all **LSProbes** in the scene and assigns them to the LSIManager probe list.

**19. Clear All Probes:** Button

Clears the **LSManager's** probe list.

**20. LightShape Probes:** Object Field

List of all assigned **LSProbes**.

**21. Drag Objects Here:** Drag & Drop Field

Manual assignment to the probe list.

**22. Clean Up Scene:** Button

In the event of an **Error**, objects may be in the scene. Use this to **Remove all Objects** that were generated during the **Render** that **Erred.**

### The Default LSProbe Inspector


**1. Presets:** Three Buttons

Character, Default, & Contrasty presets to start from.

**2. Brightness:** Float

Brightness of the Cubemap.

**3. Contrast:** Float

**Contrast** of the Cubemap image.

**4. Contrast Midpoint:** Slider

**Midpoint** used for **Contrast**. Pixels above this value will be made brighter. Values below this will be made darker.

**5. Saturation:** Float

Color **Saturation** of the Cubemap image. *Note: Ground Shape is not effected.*

**6. Tint Color:** Color

Color Tint of the Cubemap image.

**7. World Brightness:** Float

**Brightness** of the World contribution into the Cubemap Image.

**8. Override Camera Background Color?:** Toggle

Use this to **Override** the **LSManager's** World Camera Background Color. If you have a **Skybox** assigned in the **Render Settings** leave this **Off** to render the **Skybox** into the Cubemap. If you have a **Skybox** and this is **ON**, the **Override Color** will be used.

**9. Background Color:** Color

The Color used when **Override Camera Background Color?** is **ON**.

**10. Render LightShape?:** Toggle

Enables and Expands the **LightShape** Rendering.

**11. Other Objects In Reflection Colored?:** Toggle

Put a **Solid Colored** Cubemap on the objects in the world that use Cubemaps. **OFF** will render a second pass for all **LSProbe**'s that have this **OFF**. the result is that reflections will appear on objects in the Cubemap Image.

**12. Reflected Color:** Color

The color of the **Solid Colored** Cubemap used.

**13. Probe Object:** Toggle

Expands the **Positioning**, **Preview (Pro Only)**, & **Set CubeMaps Per Object?(In Game):** toggles.

**14. Update My Cubemap:** Button

Render the Cubemap for this **LSProbe**.

**15. Update All Cubemaps:** Button

Render all **LSProbe** Cubemaps. Same as the **Render All Cubemaps** button found in the **LSManager.**

**16. Freeze Connections?:** Toggle

Keeps object assignment from Changing during any **Global Object Gathering**.

**17. Gather All Objects?:** Toggle

This **LSProbe** will gather ALL scene objects into it's object list.

**18. Gather Radius:** Float

The size of the **LSProbe's Sphere of Influence**.

**20. Gather My Connections:** Button

**Gather** all Scene objects that are inside of the **LSProbe's Sphere of Influence.** Objects already assigned to another **LSProbe** will not be Gathered.

**21. Clear My Connections:** Button

Clear this **LSProbe's** object list.

**22. My Objects:** Object Field

A **List** of the objects **Gathered** and assigned to this **LSProbe**.

**23. Drag Here to Add Objects:** Drag & Drop Field

**Manual Assigning** to the **LSProbe** object list. Objects with no Cubemap Shader can be assigned but they will not be effected. A **Mesh Renderer** is **Required**.

**24. Objects to Leave Out Of Render:** Object Field

Objects in this list are **NOT** rendered into this **LSProbe's** Cubemap image.

**25. Drag Here to Add Objects:** Drag & Drop Field

**Manual Assigning** to the **LSProbe Do Not Render** list. A **Mesh Renderer** is **Required**.

### The Render LightShape part of the LSProbe Inspector


**1. Brightness:** Float

**Brightness** of the **LightShape** Pass.

**2. Light Shape:** Object Field > GameObject

The **Art Prefab** used for the **First Lightshape Pass**. **Included LightShape Prefabs** can be found in **Assets/LightShape/Light_Shapes**

**3. Use Light (Required):** Object Field > Light

**Light** to use as **Position** and **Color** for the **First LightShape** pass.

**4. Light Shape Size X:** Float

**Size** of the **First LightShape** in **X**.

**5. Light Shape Size Y:** Float

**Size** of the **First LightShape** in **Y**.

**6. Shape Rotation:** Float

**Rotation** of the **First LightShape** image.

**7. Override Light Color?:** Toggle

Use a **Custom Color** instead of the color of the **First Use Light.**

**8. Override Color:** Color

The **Color** used if the **First Override Use Light** is **ON**.

**9. Render BackLight Shape?:** Toggle

Enable and Expand the **Second LightShape Rendering**.

**10. Back Light Shape:** Object Field > GameObject

The **Art Prefab** used for the **Second Lightshape Pass**. **Included LightShape Prefabs** can be found in **Assets/LightShape/Light_Shapes**

**11. use Light (Optional):** Object Field > Light

**Light** to use as **Position** and **Color** for the **Second LightShape** pass.

**12. Light Shape Size X:** Float

**Size** of the **Second LightShape** in **X**.

**13. Light Shape Size Y:** Float

**Size** of the **Second LightShape** in **Y**.

**14. Shape Rotation:** Float

**Rotation** of the **Second LightShape** image.

**15. Override Light Color?:** Toggle

Use a **Custom Color** instead of the color of the **Second Use Light.**

**16. Override Color:** Color

The **Color** used if **the Second Override Use Light** is **ON**.

**17. Use Ground?:** Toggle

Turn on **Coloring** for the **Bottom Part** of the **LSProbe** Cubemap.

**18. Ground Color:** Color

The **Color** Used for the **Ground LightShape**.

**19. Ground Scale:** Float

The **Size** of the **Ground LightShape**.

**The Probe Object part of the LSProbe Inspector**


**1. Re-Position:** Toggle

Used to move the **Rendering Position Without** moving the **LSProbe** object.

**2. Recenter:** Button

**Recenter** the **Rendering Position** to the **LSProbe** center.

**3. Preview? (Pro Only):** Toggle

Enable a **Real-Time Preview** of the **LSProbe Rendering Position**.

**4. My Cubemap:** Cubemap

The **Cubemap** A**ssociated** with this **LSProbe**.

**5. Set CubeMaps Per Object?(In Game):** Toggle

Used to **Assign** the **LSProbe** Cubemap to each Object in the **LSProbe** object list When the **Game** is **Run**. The alternative is to create a unique material for every object that uses a different Cubemap…Yuck!

**6. Use For Dynamic Objects? (In Game):** Toggle

Used to **Apply** this probe's Cubemap to **Dynamic Objects** with a **Ridgid Body, Trigger Collider**, & a Shader that **HasProperty("_Cube")** during **Game Run**.

***This is a very simple Implementation using OnTriggerEnter(Collider Collided). You will Most Likely want to implement your own method that is appropriate for your project. This Method was appropriate for my Project.***