

Lsky Scripting.

Namespace.

To access the class “Lsky”, “LskyTOD”, you must use this namespace “AC.Lsky”.

Example.

```
using UnityEngine;
using System.Collections;
using AC.Lsky;

public class Test : MonoBehaviour
{
}
```

Evaluate Time.

SUN_DIR_EVALUATE_TIME : *Evaluate the curve or the gradient complete sun cycle.*

SUN_DIR_HALF_EVALUATE_TIME: *Evaluate the curve or gradient direction only above the horizon.*

N_SUN_DIR_HALF_EVALUATE_TIME: *Evaluate the curve or gradient direction only below the horizon.*

MOON_DIR_EVALUATE_TIME: *Evaluate the curve or the gradient complete sun cycle.*

MOON_DIR_HALF_EVALUATE_TIME: *Evaluate the curve or gradient direction only above the horizon.*

States.

IsDay: *Day state.*

IsNight: *Night state.*

Lsky TOD.

EVALUATE_TIME_BY_TIMELINE: *Evaluate curves and gradient by timeline.*

timeline: *This is the current time or timeline, the range is 0 – k_DayDuration (default is 24).*

CurrentHour: *This is the current hour.*

CurrentMinute : *This is the current minute.*

Public Variables Properties And Methods.

LSky.

Variables.

- **applySkybox**
- **skyboxMaterial**
- **moonTexture**
- **outerSpaceCube**
- **starsNoiseCurve**
- **wavelengthR**
- **wavelengthG**
- **wavelengthB**
- **atmosphereThickness**
- **dayAtmosphereTint**
- **nightColorType**
- **moonInfluence**
- **nightAtmosphereTint**
- **sunBrightness**
- **mie**
- **sunMieColor**
- **sunMieAnisotropy**
- **sunMieScattering**
- **moonMieColor.**
- **moonMieAnisotropy**
- **moonMieScattering**
- **moonMieMultiplier**
- **enableSunDisc**
- **sunDiscSize**
- **sunDiscColor**
- **enableMoon**
- **moonSize**
- **moonColor**
- **moonIntensity**
- **moonMultiplier**
- **enableStars**
- **starsColor**
- **starsIntensity**
- **starsScintillation**
- **starsScintillationSpeed**
- **enableNebula**
- **nebulaColor**
- **nebulaIntensity**
- **outerSpaceOffset**
- **HDR**
- **exposure**

- **sunLightColor**
- **sunLightIntensity**
- **sunLightThreshold**
- **moonLightColor**
- **moonLightIntensity**
- **moonLightMultiplier**
- **ambientSkyColor**
- **ambientEquatorColor**
- **ambientGroundColor**
- **ambientIntensity**
- **enableUnityFog**
- **unityFogColor**
- **unityFogDensity**
- **unityFogStartDistance**
- **unityFogEndDistance**

Properties

- **SunLightTransform**
- **MoonLightTransform**
- **IsReady**
- **SunDirection**
- **MoonDirection**
- **outerSpaceMatrix**
- **IsDay**
- **IsNight**

Methods

- **SetSunLightLocalRotation**
- **SetSunLightRotation**
- **SetMoonLightLocalRotation**
- **SetMoonLightRotation**
- **SunBetaMiePhase**
- **MoonBetaMiePhase**