Action Pack 3

DOCUMENTATION

Overview

⚡ **" Light and Dark "**

This Action Pack for Game Creator provides additional features for Game Creator that are not available in the core product. With the theme of Light and Dark, this pack contains:

⚡ 1 x Day/Night Cycle Component

⚡ 2 x Skybox Actions

⚡ 5 x Scene Lighting Actions

⚡ 2 x Weather Actions

⚡ 10 x Light Setting Actions

⚡ 2 x Flashlight Actions

⚡ 1 x Flicker light Action

⚡ 1 x Change Collider Action

⚡ 1 x Terrain Action

And many more…

All features are activated and controlled using Game Creator Actions, no coding is required. These Actions can be used for creating new visuals in your game, controlling Lights, Weather, and triggering Actions in realtime or game time.

With this Asset, you get:

⚡ 23 New Detailed and Unique GC Actions

⚡ 1 New GC Component

⚡ 2 Detailed Example Scenes

Documentation and Tutorials can be found at www.piveclabs.com.

Setup

This Action Pack Contains detailed Actions for Game Creator. They will NOT work without having Game Creator previously installed.

To install these Actions, simply download and import this asset from the Asset store. All Actions will automatically appear in the Game Creator Action List under Action Pack 3.

Action_Name	Description
Change Procedural Skybox	Changes a Procedural Skybox in realtime with fade
Change Skybox	Changes a standard Skybox in realtime
Set Sun Intensity	Set the Light Intensity of the Daytime Sun
Reset Sun Intensity	Resets the Light Intensity of the Sun to original value
Set Weather	Sets the Weather Effects from Value or Variable
Reset Weather	Resets the Weather Effects
Set Sun Color	Set the Light Color of the Daytime Sun
Set Ambient Color Day	Set the Ambient Color of the Daytime
Set Ambient Color Night	Set the Ambient Color of the Nighttime
Add Flashlight	Adds a Flashlight to the Camera or Player
Toggle Flashlight	Toggles the Flashlight on or off
Change Light Settings	Changes Intensity, Color, and Range of a Light Object
Change Light Color	Changes the Color of a Light Object
Change Light Halo	Enables and Disables a Halo Component on a Light Object
Change Light Intensity	Changes the Intensity of a Light Object
Change Light Range	Changes the Range of a Light Object
Change Spotlight Angle	Sets the Angle of a Spotlight
Spotlight Look At Object	Rotates a Spotlight to look at a Game Object
Spotlight Follow Object	Rotates a Spotlight to follow a Game Object
Spotlight Follow Object Stop	Stops a Spotlight to following a Game Object
Flicker Light Intensity	Flickers a Light on and off at random times
Change Collider Size	Grows and shrinks a Trigger Collider
Set Default Terrain Texture	Changes the index on the Default Terrain Texture

Support

For specific details on each component and how-to tutorials, visit:

- https://www.piveclabs.com

A set of comprehensive examples have been included with this asset.

Make your game different and exciting using these unique Actions.

Other great Game Creator Modules from Pivec labs are:

⚡ UI Components Module.
⚡ Tools Module.
⚡ Accessibility Module.

Happy Game Making. Pivec Labs