

Thanks for buying

# UDAY CY- CLE

1.2.2

# Introduction

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## • About

Uday Cycle is a package to render realistic dynamic sky domes with day and night cycle, with which you get an advanced effect of cycle day.

### Features:

- Custom progress time of the day, set the time you want the one day to complete.
- Effect of environmental sounds, added the atmosphere of the day and night sound with a fade transition.
- Lighting effects, add lights poles, lamps, camping, etc .. and only show the night with a fade transition
- Customizable environment configures: Fog, Ambient Light, SkyBox Tint, Fog color, Fog Density, Color Sun, Sun intensity, Sun Tint, Aux Color and more.
- Sunrise Glow, great effect input / output of the sun.
- movement of the sun and moon by the progress of the day.
- Blended Skybox: Skybox sky blends from day time to night time sky.
- Highly optimized code

## How adding to the scena

- In the folder Prefabs... drag the prefab "UDayCycle" and then release it in the scena
- Add or create a new camera for your player and place it as a child of the "Main Camera" and reset the transform component.
- Now add this camera in "UDayCycle" of your scena, in the "PlayerCamera" box.
- in box "Attached to" of "UDayCycle" prefab of your scena add the Main Camera.
- Ready, I start customizing it.

- How to use

-Some Tips:

-Access the current time:

-to access the current time we must first create a new variable to hold "DNC\_DayNight.cs"  
example:

```
public DNC_DayNight DNC;
```

-then, to tell the time, we just call it like this:

```
DNC.timeInHours;
```

-Example:

```
float t_time = DNC.timeInHours;
```

to know if it is day or night.

- again need to access "DNC\_DayNight.cs" creating a new variable to hold the script, like this:

```
public DNC_DayNight DNC;
```

then call it like this:

```
DNC.isDay
```

-Example

```
if (DNC.isDay)  
{  
    //Function
```



# Change log

version 1.0

- Initial Version

Version 1.1

- Fixed: Terrain splat null 0 error

- Improved: lighting system

Version 1.2

- Improved: SkyBox Blend Shader transition

- Fixed: error when the fog was too much of day

Version 1.2.1

- Fixed: Ambient Light when is night

- Fixed: SkyCamera

Version 1.2.2

- Fixed: when the prefabs UDC dragged the lights were not placed.

- improved: now the SkyBox Blend Material is automatically added to initiate in Render Setting

- Updated prefab UDC

- now the "DNC\_SkyCamera" script is automatically added to the SkyCamera if it does not.

- Added: custom Events when is day or night