AzureTimeController.cs

public void SetTimeline(float value)

Sets the timeline using a float as parameter.

public float GetTimeline()

Returns the timeline float value.

public Vector2 GetTimeOfDay()

Returns the current time of day as a Vector2(hours, minutes) converted from the timeline.

public void PauseTime()

Pause the time progression.

public void PlayTimeAgain()

Starts the time progression again.

public void SetNewDayLength(float value)

Set a new duration of the day cycle in minutes.

public void StartTimelineTransition()

Starts a time transition from one time/date to another.

Parameters:

int hour

int minute

float speedMultiplier

AzureTimeDirection timeDir

int day

int month

int year

public void CancelTimelineTransition()

Cancel a timeline transition current in play.

public int GetDayOfWeek()

Gets the current day of the week and return an integer between 0 and 6.

public string GetDayOfWeekString()

Gets the current day of the week and return as string.

public void SetDate(int year, int month, int day)

Sets a new custom date.

public Vector3Int GetDate()

Returns the current date as a Vector3Int(year, month, day).

public string GetDateString()

Returns the current date converted to string using the default format used by Azure.

public string GetDateString(string format)

Returns the current date converted to string using a custom format.

public void SetYear(int value)

Sets a new custom year.

public int GetYear()

Returns the current year number.

public void SetMonth(int value)

Sets a new custom month.

public int GetMonth()

Returns the current month number.

public void SetDay(int value)

Sets a new custom day.

public int GetDay()

Returns the current day number.

public void IncreaseYear()

Increases the year number.

public void DecreaseYear()

Decreases the year number.

public void IncreaseMonth()

Increases the month number.

public void DecreaseMonth()

Decreases the month number.

public void IncreaseDay()

Increases the day number.

public void DecreaseDay()

Decreases the day number.

AzureWeatherController.cs

public void SetRandomDefaultWeather(float transitionLength)

Set the default weather to a random profile from the default weather profiles list.

You can use this on the 'OnDayChange' event of the 'Azure Time Controller' component.

public void SetNewWeatherProfile(int index)

Starts a global weather transition to a given profile from the “Global Weather Profiles” list. Set the index to -1 if you want to back the global weather to the default weather profile.

public void SetNewWeatherProfile(AzureWeatherProfile profile)

Changes the current weather profile without transition.

public void SetNewWeatherProfile(AzureWeatherProfile profile, float transitionTime)

Changes the current weather profile with transition.

public float GetWeatherTransitionProgress()

Returns the current weather transition progress.

public AzureWeatherProfile GetCurrentWeatherProfile()

Returns the current weather profile in use by the system.

public AzureWeatherProfile GetDefaultWeatherProfile()

Returns the active weather profile from the Default Weather Profiles list.

public AzureWeatherProfile GetTargetWeatherProfile()

Returns the target weather profile if there is a weather transition in play.

public float GetOverrideFloatOutput(int index, float multiplier = 1.0f)

Returns the float output of a giving override property index.

public Color GetOverrideColorOutput(int index, float multiplier = 1.0f)

Returns the color output of a giving override property index.

public Color EvaluateTimeOfDay(float evaluateTime)

Evaluates the time of day used to evaluate the weather profiles.

public Color EvaluateSunElevation(float evaluateTime)

Evaluates the sun elevation used to evaluate the weather profiles.

public Color EvaluateMoonElevation(float evaluateTime)

Evaluates the moon elevation used to evaluate the weather profiles.

AzureEffectsController.cs

public void InstantiateThunderEffect(int index)

Create a thunder effect in the scene. When the thunder sound is over, the instance is automatically deleted.