# **SgtCloudsphereDepthTex**

This component allows you to generate the SgtCloudsphere.DepthTex field.

### Width

The width of the generated texture. A higher value can result in a smoother transition.

#### **Format**

The format of the generated texture.

### RimEase

The rim transition style.

## RimColor

The rim color.

## RimPower

The rim transition sharpness.

## **AlphaDensity**

The density of the atmosphere.

## **AlphaFade**

The strength of the density fading in the upper atmosphere.

#### 1. SgtCloudsphereDepthTex

- 1. Width
- 2. Format
- 3. RimEase
- 4. RimColor
- 5. RimPower
- 6. AlphaDensity
- 7. AlphaFade

