SgtAtmosphereLightingTex

This component allows you to generate the SgtAtmosphere.LightingTex field.

Width

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

Format

The format of the generated texture.

SunsetEase

The transition style between the day and night.

SunsetStart

The start point of the day/sunset transition (0 = dark side, 1 = light side).

SunsetEnd

The end point of the sunset/night transition (0 = dark side, 1 = light side).

SunsetSharpnessR

The sharpness of the sunset red channel transition.

SunsetSharpnessG

The sharpness of the sunset green channel transition.

SunsetSharpnessB

The sharpness of the sunset blue channel transition.