

# SgtJovianLightingTex

This component allows you generate the SgtJovian.LightingTex field. If you want to improve performance then you can use the context menu to export the texture and manually apply it.

## 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 sunset (0 = dark side, 1 = light side).

## SunsetEnd

The end point of the sunset (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.

### 1. SgtJovianLightingTex

1. Width
2. Format
3. SunsetEase
4. SunsetStart
5. SunsetEnd
6. SunsetSharpnessR
7. SunsetSharpnessG
8. SunsetSharpnessB