

# SgtCloudsphereLightingTex

This component allows you to generate the SgtCloudsphere.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 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.

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