# SgtBeltLightingTex

This component allows you to generate the SgtBelt.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.

#### **FrontPower**

How sharp the incoming light scatters forward.

#### **BackPower**

How sharp the incoming light scatters backward.

## **BackStrength**

The strength of the back scattered light.

### **BaseStrength**

The of the perpendicular scattered light.

#### 1. SgtBeltLightingTex

- 1. Width
- 2. Format
- 3. FrontPower
- 4. BackPower
- 5. BackStrength
- 6. BaseStrength

