Lights & Shadows

Many components (e.g. SgtAtmosphere, SgtJovian) support lights and shadows. Normally you must manually drag and drop the lights and shadows you want into these fields, but for complex scenes this can be difficult. To make this easier, each component that supports lights and shadows also has an acompanying Sgt___Lights and Sgt___Shadows component (e.g. SgtAtmosphereLights) which you can add alongside the main component, and it will automatically search the scene and fill in the lights and shadows lists for you.

By default all active and enabled lights and shadows in the scene will be used, but using the settings below you can filter some out.

Require Same Layer

If you enable this then the specified light or shadow will only be used if its GameObject has a 'layer' setting that matches the current GameObject.

Require Same Tag

If you enable this then the specified light or shadow will only be used if its GameObject has a 'tag' setting that matches the current GameObject.

Require Name Contains

If you set this then the specified light or shadow's GameObject 'name' must contain this text.

NOTE: This is case-sensitive.