LSky Scripting.

Namespace.

To access the class "LSky", "LSkyTOD", you must use this namespace "AC.LSky".

Example.

```
using UnityEngine;
using System.Collections;
using AC.LSky;

public class Test : MonoBehaviour
{
}
```

Evaluate Time.

SUN_DIR_EVALUATE_TIME : *Evaluate the curve or the gradient complete sun cycle.*

SUN_DIR_HALF_EVALUATE_TIME: *Evaluate the curve or gradient direction only above the horizon.*

N_SUN_DIR_HALF_EVALUATE_TIME:*Evaluate the curve or gradient direction only below the horizon.*

MOON_DIR_EVALUATE_TIME: *Evaluate the curve or the gradient complete sun cycle.*

MOON_DIR_HALF_EVALUATE_TIME: *Evaluate the curve or gradient direction only above the horizon.*

States.

IsDay: *Day state.*
IsNight: *Night state.*

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EVALUATE_TIME_BY_TIMELINE: *Evaluate curves and gradient by timeline.*

timeline: *This is the current time or timeline, the range is 0 – k_DayDuration (default is 24).*
CurrentHour: *This is the current hour.*
CurrentMinute : *This is the current minute.*

Public Variables Properties And Methods.

LSky.

Variables.

- **applySkybox**
- **skyboxMaterial**
- **moonTexture**
- **outerSpaceCube**
- **starsNoiseCurve**
- **wavelengthR**
- **wavelengthG**
- **wavelengthB**
- **atmosphereThickness**
- **dayAtmosphereTint**
- **nightColorType**
- **moonInfluence**
- **nightAtmosphereTint**
- **sunBrightness**
- **mie**
- **sunMieColor**
- **sunMieAnisotropy**
- **sunMieScattering**
- **moonMieColor.**
- **moonMieAnisotropy**
- **moonMieScattering**
- **moonMieMultiplier**
- **enableSunDisc**
- **sunDiscSize**
- **sunDiscColor**
- **enableMoon**
- **moonSize**
- **moonColor**
- **moonIntensity**
- **moonMultiplier**
- **enableStars**
- **starsColor**
- **starsIntensity**
- **starsScintillation**
- **starsScintillationSpeed**
- **enableNebula**
- **nebulaColor**
- **nebulaIntensity**
- **outerSpaceOffset**
- **HDR**
- **exposure**

- **sunLightColor**
- **sunLightIntensity**
- **sunLightThreshold**
- **moonLightColor**
- **moonLightIntensity**
- **moonLightMultiplier**
- **ambientSkyColor**
- **ambientEquatorColor**
- **ambientGroundColor**
- **ambientIntensity**
- **enableUnityFog**
- **unityFogColor**
- **unityFogDensity**
- **unityFogStartDistance**
- **unityFogEndDistance**

Properties

- **SunLightTransform**
- **MoonLightTransform**
- **IsReady**
- **SunDirection**
- **MoonDirection**
- **outerSpaceMatrix**
- **IsDay**
- **IsNight**

Methods

- **SetSunLightLocalRotation**
- **SetSunLightRotation**
- **SetMoonLightLocalRotation**
- **SetMoonLightRotation**
- **SunBetaMiePhase**
- **MoonBetaMiePhase**

LSky Custom Structs.

The Sky parameters use two custom structures.

LSkyFloat: *Allows you to choose between a curve or a value.*

valueType: *Input value type.*

inputValue: *Input value.*
curve: *Input curve.*
evalueateTime: *Curve evaluate time.*
OutputValue: *Output value.*

Example:

```
LSkyFloat floatTest = new LSkyFloat();

void Example()
{

        // Get value.
        Debug.Log(floatTest.OutputValue);

        // Set value
        floatTest.valueType = LSkyValueType.Value;
        floatTest.inputValue = 1.5f;
}
```

LSkyColor: *Allows you to choose between a gradient or a color.*

colorType: *Input color type.*

inputColor: *Input color.*
gradient: *Input gradient.*
evalueateTime: *Curve evaluate time.*
OutputColor: *Output color.*

Example:

```
LSkyColor colTest = new LSkyColor();

void Example()
{

	// Get value.
	Debug.Log(colTest.OutputColor);

	// Set value
	colTest.colorType = LSkyColorType.Color;
	colTest.inputColor = new Color(1,1,1,1);
}
```