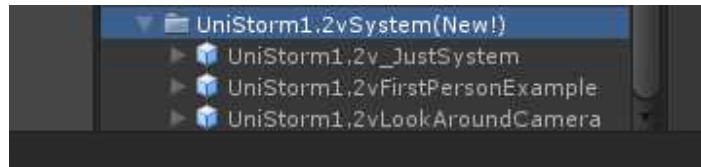


UniStorm Version 1.2 Documentation

Black Horizon Studios

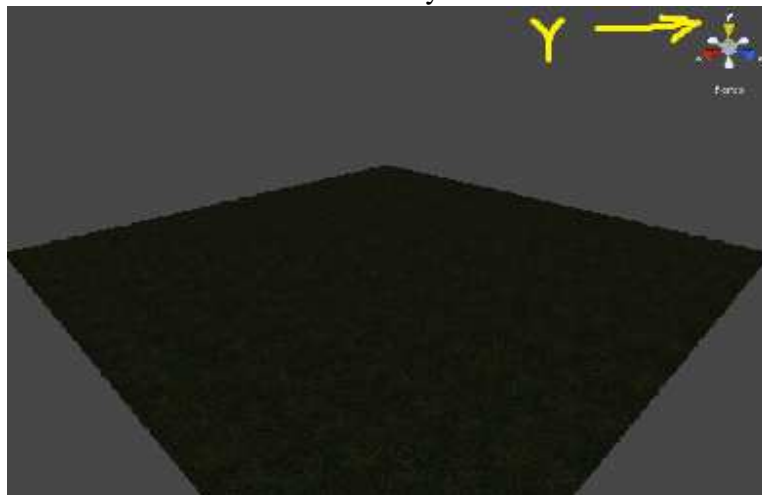
Starting off:

Go to the UniStorm System 1.2v folder and select an appropriate prefab for your scene.

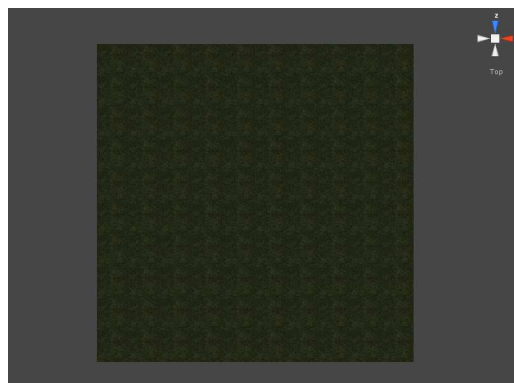


Positioning UniStorm:

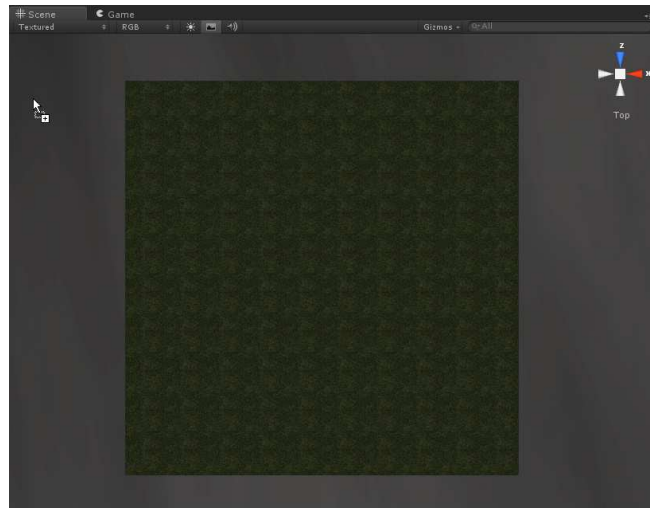
Before you place your selected prefab make sure you have an object in your scene as a guide of where to place the system. You'll also want to press the Y perspective so you can get an aerial view of your scene, this will make it much easy to position the system correctly.



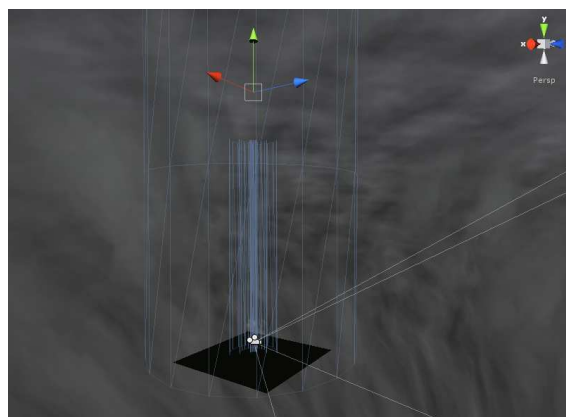
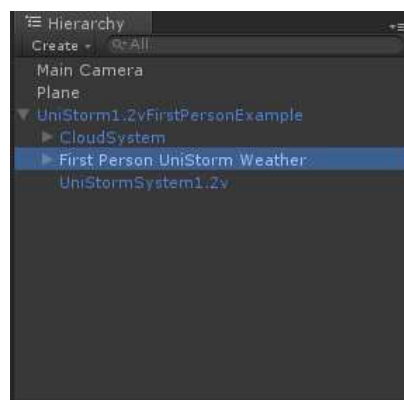
It will then make the same scene look like this:
(You can return it to normal by pressing the middle white cube)



Next you will grab the prefab you want and drag it into the corner of the scene like shown:



You may need to center your prefab so that it's in the middle of your scene. In this case we've used the first person prefab. Open the UniStorm prefab in the hierarchy tab and select the weather system, not the clouds. Position it so that it's in the middle of where you want the system to be.



If done correctly you should be able to hit play and see everything like this:

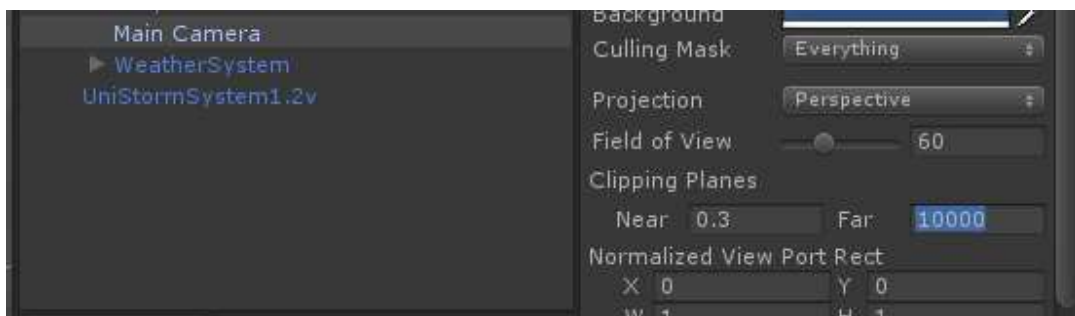


Adding your own camera source:

If you want to add your own camera source do the same as the above, but choose the prefab “UniStorm1.2v_JustSystem” and drag it into your scene doing the above steps.

You should have already have a camera source in your scene, if not create one. Make sure you have you camera in the desired position. You will need to adjust the camera’s setting so you can see UniStorm.

You can go to the camera’s settings by clicking it. You will need to adjust the far clipping plane, like shown below, to 10,000 in order for the camera to see and render distant objects.

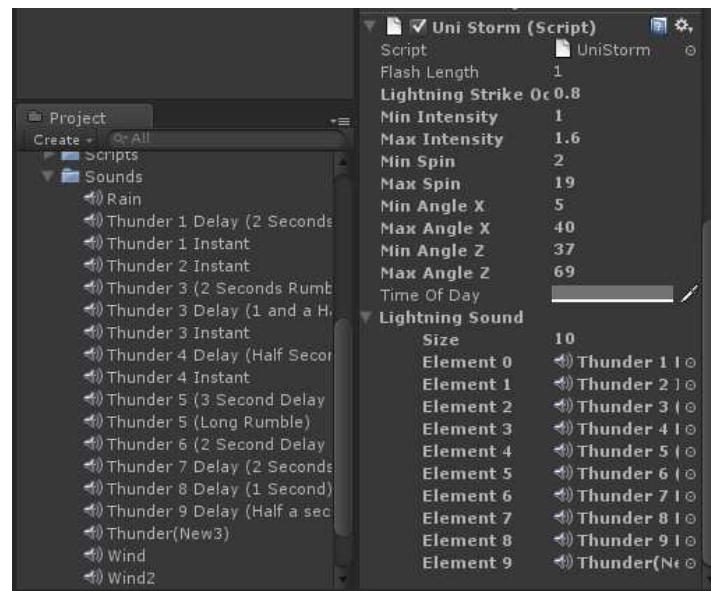
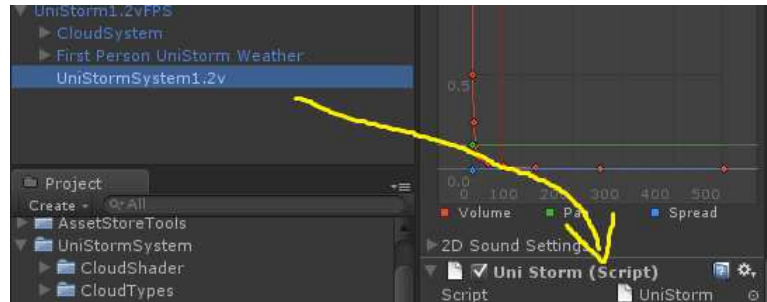


Hit play to make sure you can see everything and that everything is properly in place. If you still can’t see the clouds make sure you have positioned everything properly. If you have a partial bubble in the clouds increase the far clipping plane more until it’s gone.

Adjust the Settings

UniStorm 1.2v has many new ways and features to adjust your lightning storms. Simply go to the setting in the UniStorm System settings and adjust the system to your liking.

Every input will be randomized.



The above happens only when the lightning strikes

Flash Length

This setting will adjust how long the lightning strike will be, the numbers are adjusted by seconds, .5 being a half a second and 1 being a second. These numbers will be slightly randomized, but still keeping your desired input in mind.

Lightning Strike Odds

This setting will adjust how often the lighting will strike. .5 will be very often and .99 will be every once and a while. Messing with the settings will give you your desired strike odds.

Intensity

This setting adjusts the minimum and maximum intensity, your input will be randomized between your two inputs.

Spin

The “Spin” amount will be randomized between minimum and maximum. This setting affects how much the lightning will rotate in a locked 360 degrees.

Angle X

The “Angle X” amount will be randomized between minimum and maximum. This setting affects the angle on the X axis “Up and Down” at which the lightning will strike.

Angle Z

The “Angle Z” amount will be randomized between minimum and maximum. This setting affects the angle on the Z axis “Left and Right” at which the lightning will strike.

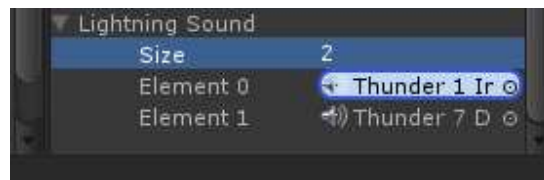
The X and Z axis’ a best kept close to how they are to avoid the lightning strike below the terrain, but you can adjust them however you like. Adjust the settings and you’ll find a angle that suites you.

Time of Day

This setting will adjust the time of day, note that this setting adjust the ambient color and lighting.

Thunder Sounds

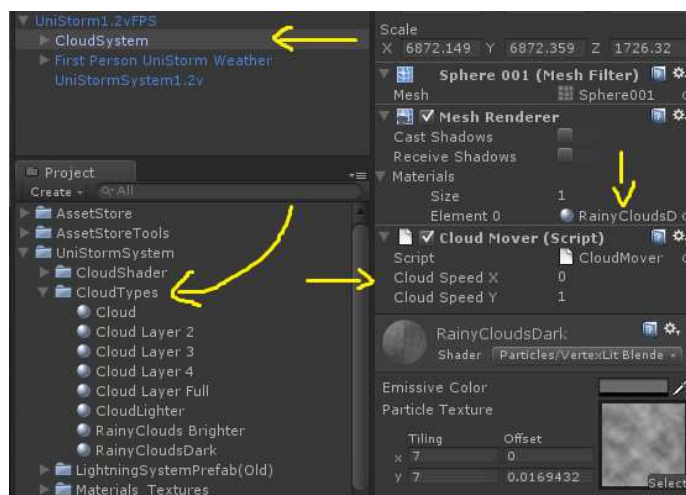
You can add as many thunder sounds as you’d like, we have supplied 14. Simply go to the Thunder Sound size and choose the number of sounds you wish to have. Then go to the folder sounds and drag the sound onto the different sound elements.



Weather Settings

Cloud System and Settings

There are many ways to adjust the clouds to your liking.



We've supplied many cloud textures. There is an out layer, the sky dome and 2 layers inside it, the inner layers. You can change the texture and materials to your liking, but the Rainy Clouds on the sky dome are recommended. The cloud materials must be kept at VertexLit Blend in order to achieve proper lighting when the lightning strikes.

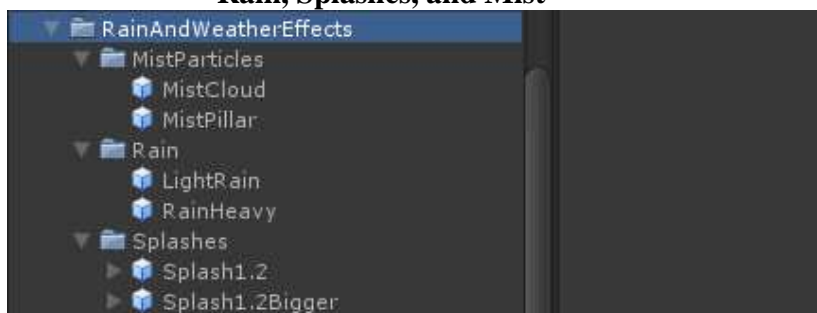
Cloud Speed

The cloud speed can be adjust with the CloudMover script. This will scroll the textures along either the X axis or Y axis. Both can be used if desired.

Cloud Tiling

Tiling the textures can improve the quality of the clouds, but doing so too much can cause it to look repeated.

Rain, Splashes, and Mist



Rain

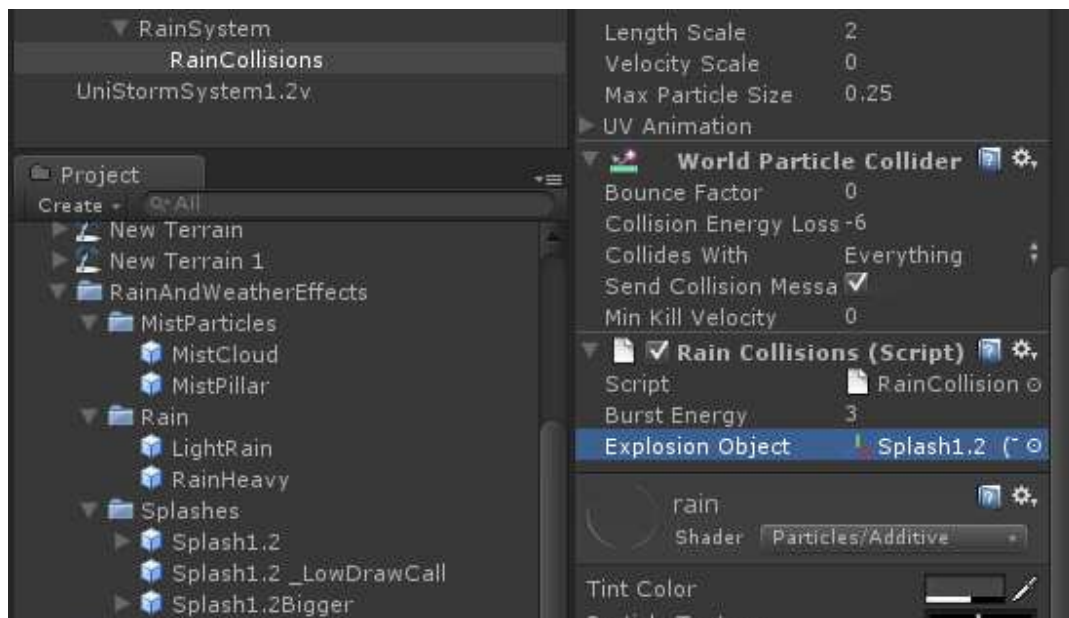
There are 2 rain systems supplied, one was made with cylindrical layers, similar to UniSky, the other was made with particles. They both have splash effects, but the cylindrical layers don't

Splash Effects

There are 2 splash effects supplied, one effect is bigger, the other is smaller. Use which ever suites your needs. The rain and splash effects can be adjusted by going to the particle settings.

Changing the splash effect

The splash effects do use more draw calls so we've added a low draw call splash effect. You can change the splash effect by doing what's shown below.



Customer Support

If you have any questions or problems email us at: BlackHorizonStudios@juno.com and we'll get back to you and help you out.

Suggestions or Ideas?

If you have any questions or ideas to make the system better please go to the Unity forum in our UniStorm thread and drop a comment here: [UniStorm Thread](#)

Thank you for your purchase and we hope you enjoy UniStorm