# Lightning Spawner

This component allows you to spawn lightning randomly around your planets.

## Delay Min/Max

This allows you to set the interval between each lightning being spawned.

## Life Min/Max

This allows you to set how long each lightning remains visible for.

## Detail

This allows you to set how detailed the generated lightning mesh will be (50 is the default).

## Radius

This allows you to set how far from the planet's center you want the lightning to spawn.

## Size

This allows you to set the angular size of the spawned lightning in degrees.

## Colors

This allows you to set all the colors you want the lightning to have.

## Brightness

This allows you to set the maximum brightness for the spawned lightning.

## Sprites

This allows you to set the lightning sprites.

NOTE: The red color channel for lightning sprites is used to control the opacity/shape of the lightning.

NOTE: The green color channel for lightning sprites is used to control when the current pixel begins fading in relative to the age of the lightning. So a color value of 128 (0.5) means this pixel will become visible when the lightning has aged half of its life.

NOTE: The green color channel for lightning sprites is used to control when the current pixel finishes fading out relative to the age of the lightning. So a color value of 255 (1.0) means this pixel will become hidden when the lightning has aged all of its life.

## [CONTEXT] Update Mesh

This option will force the lightning mesh to be updated.

NOTE: This should automatically get called when modifying values in the inspector.