

# AzureTimeController.cs

`public void SetTimeline(float value)`

Sets the timeline using a float as parameter.

`public float GetTimeline()`

Returns the timeline float value.

`public Vector2 GetTimeOfDay()`

Returns the current time of day as a Vector2(hours, minutes) converted from the timeline.

`public void PauseTime()`

Pause the time progression.

`public void PlayTimeAgain()`

Starts the time progression again.

`public void SetNewDayLength(float value)`

Set a new duration of the day cycle in minutes.

`public void StartTimelineTransition()`

Starts a time transition from one time/date to another.

Parameters:

`int hour`

`int minute`

`float speedMultiplier`

`AzureTimeDirection timeDir`

`int day`

`int month`

`int year`

```
public void CancelTimelineTransition()
```

Cancel a timeline transition current in play.

```
public int GetDayOfWeek()
```

Gets the current day of the week and return an integer between 0 and 6.

```
public string GetDayOfWeekString()
```

Gets the current day of the week and return as string.

```
public void SetDate(int year, int month, int day)
```

Sets a new custom date.

```
public Vector3Int GetDate()
```

Returns the current date as a Vector3Int(year, month, day).

```
public string GetDateString()
```

Returns the current date converted to string using the default format used by Azure.

```
public string GetDateString(string format)
```

Returns the current date converted to string using a custom format.

```
public void SetYear(int value)
```

Sets a new custom year.

```
public int GetYear()
```

Returns the current year number.

```
public void SetMonth(int value)
```

Sets a new custom month.

```
public int GetMonth()
```

Returns the current month number.

```
public void SetDay(int value)
```

Sets a new custom day.

```
public int GetDay()
```

Returns the current day number.

```
public void IncreaseYear()
```

Increases the year number.

```
public void DecreaseYear()
```

Decreases the year number.

```
public void IncreaseMonth()
```

Increases the month number.

```
public void DecreaseMonth()
```

Decreases the month number.

```
public void IncreaseDay()
```

Increases the day number.

```
public void DecreaseDay()
```

Decreases the day number.

# AzureWeatherController.cs

```
public void SetRandomDefaultWeather(float transitionLength)
```

Set the default weather to a random profile from the default weather profiles list.

You can use this on the 'OnDayChange' event of the 'Azure Time Controller' component.

```
public void SetNewWeatherProfile(int index)
```

Starts a global weather transition to a given profile from the “Global Weather Profiles” list. Set the index to -1 if you want to back the global weather to the default weather profile.

```
public void SetNewWeatherProfile(AzureWeatherProfile profile)
```

Changes the current weather profile without transition.

```
public void SetNewWeatherProfile(AzureWeatherProfile profile, float transitionTime)
```

Changes the current weather profile with transition.

```
public float GetWeatherTransitionProgress()
```

Returns the current weather transition progress.

```
public AzureWeatherProfile GetCurrentWeatherProfile()
```

Returns the current weather profile in use by the system.

```
public AzureWeatherProfile GetDefaultWeatherProfile()
```

Returns the active weather profile from the Default Weather Profiles list.

```
public AzureWeatherProfile GetTargetWeatherProfile()
```

Returns the target weather profile if there is a weather transition in play.

```
public float GetOverrideFloatOutput(int index, float multiplier = 1.0f)
```

Returns the float output of a given override property index.

```
public Color GetOverrideColorOutput(int index, float multiplier = 1.0f)
```

Returns the color output of a given override property index.

```
public Color EvaluateTimeOfDay(float evaluateTime)
```

Evaluates the time of day used to evaluate the weather profiles.

```
public Color EvaluateSunElevation(float evaluateTime)
```

Evaluates the sun elevation used to evaluate the weather profiles.

```
public Color EvaluateMoonElevation(float evaluateTime)
```

Evaluates the moon elevation used to evaluate the weather profiles.

## AzureEffectsController.cs

```
public void InstantiateThunderEffect(int index)
```

Create a thunder effect in the scene. When the thunder sound is over, the instance is automatically deleted.