



Day Control

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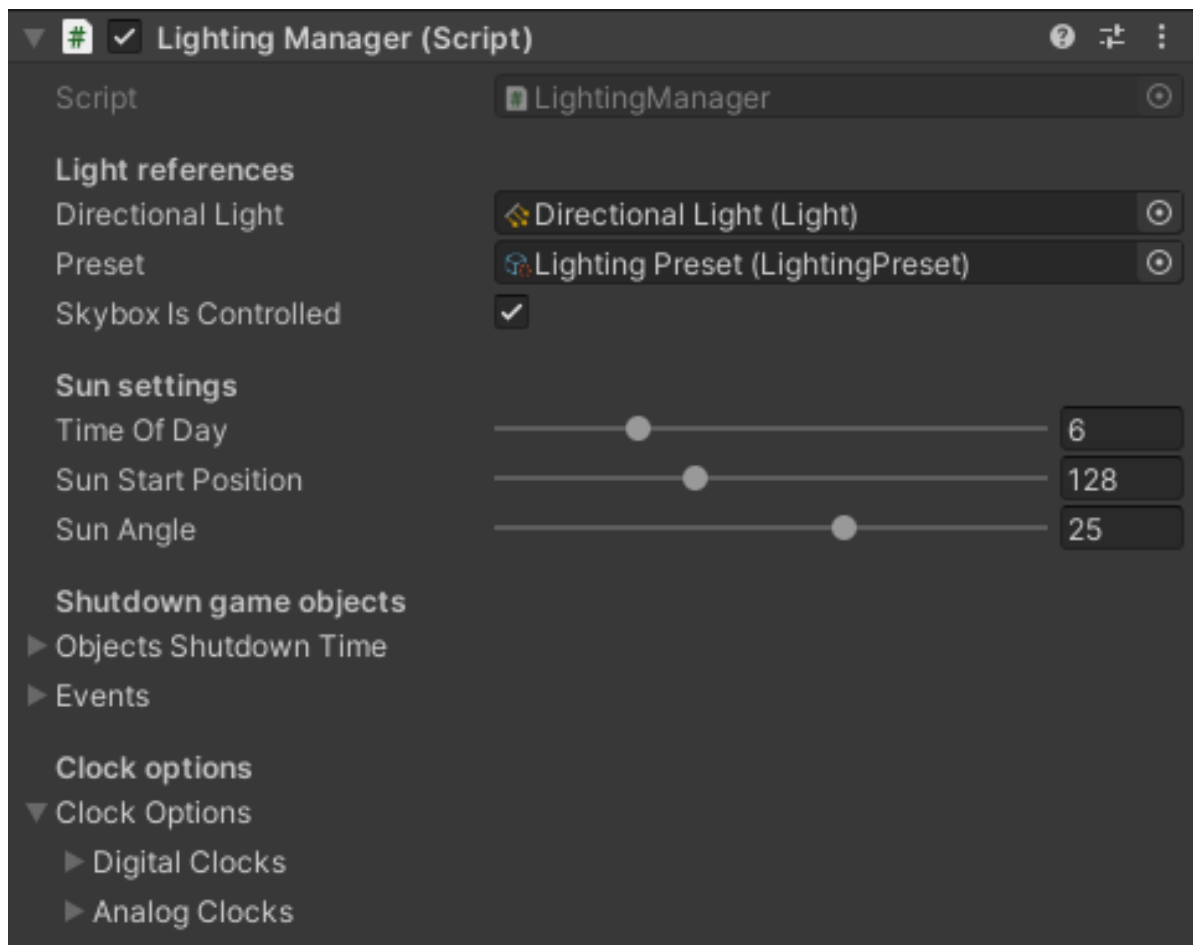
Description

This asset allows you to easily manage the Day cycle on your scene. In addition to controlling the sun, you can very simply toggle objects or run functions at a selected time.

The main functions of this asset:

- Choosing the duration of the day, the time of sunrise and sunset
- Changing light and color using gradients for the displaying of the day and night cycle
- Tinting the skybox to create a more realistic changes in the surrounding world
- Creating a preset so that the basic settings can be easily transferred to another scene.
- Selecting and configuring toggle objects at a given time by manually selecting these objects as well as all with a specific name.
- Displaying game time in the UI with digital clock or in scene with analog clock

General Settings



To add a day and night cycle system, it is enough to add a component of the Lighting Manager script to any object and enable it.

Immediately after that, the main parameters will be ready for use: the script will find the Directional Light itself and the preset with the standard settings goes along with the script and is already connected.

Light reference

Directional Light — includes a light object that will be managed by the script. The script will automatically find it by the type of directional light. You can choose a different light source here if necessary.

Preset — contains a Lighting Preset scriptable object for setting the characteristics of the cycle as well as choosing the color you want to get for the ambient.

Skybox coloring — changing the color of the standard-shader skybox. Disable this option if you do not want to change the color of the skybox with this script (for Standard Render Pipeline only).

Sun settings

Time of day — current cycle time. 24-hour range. Displays the current time in the inspector and also sets the initial cycle time when the scene starts.

Sun Start Position — the angle on the horizon from 0 to 359, where the sun will rise, as if it is "east"

Sun Angle — the angle of the sun during the cycle. To simulate different times of the year.

Shutdown game objects

Object Shutdown Time — a list of elements for toggle objects. Each of the elements has its own settings:

Start Time — the initial switching time of the selected objects

End Time — the end time when the object switches back

Game Object Shutdown — selection of objects that will be disabled/enabled in a certain range of game time

Names Go Shutdown — here you can specify a text string that will be used to search among all objects on the scene and add them to the Game Object Shutdown above. The letter case is important.

Shutdown object — a switch that determines whether the selected objects will be toggled on or off in a time range. If the toggle is off then the objects will be disabled at Start Time and enabled again at End Time. If the toggle is on the objects are toggled on at Start Time, and off at End Time.

Events — a list of events that will occur at the specified time. Events are set in the settings of the public method of any object.

Time event — event processing time

List of events — list of events that will occur at the specified game time

Clock options

Digital Clocks — the elements with different digital clocks that will display the game time

Digital Clock — a field for adding a Text Mesh Pro object where the game time in the HH:mm:ss format will be inserted into TextInput. The system time of the user's operating system determines what the format will be: 12 or 24-hour.

The TextMeshPro object on the scene must be created independently. (If you have not previously used such objects on the scene then the TMP Essentials import window will appear, which you need to agree with.) This object can be modified and moved around the canvas.

Displayed Hours — the hours display checkbox

Displayed Minutes — the minutes display checkbox

Displayed Seconds — the seconds display checkbox

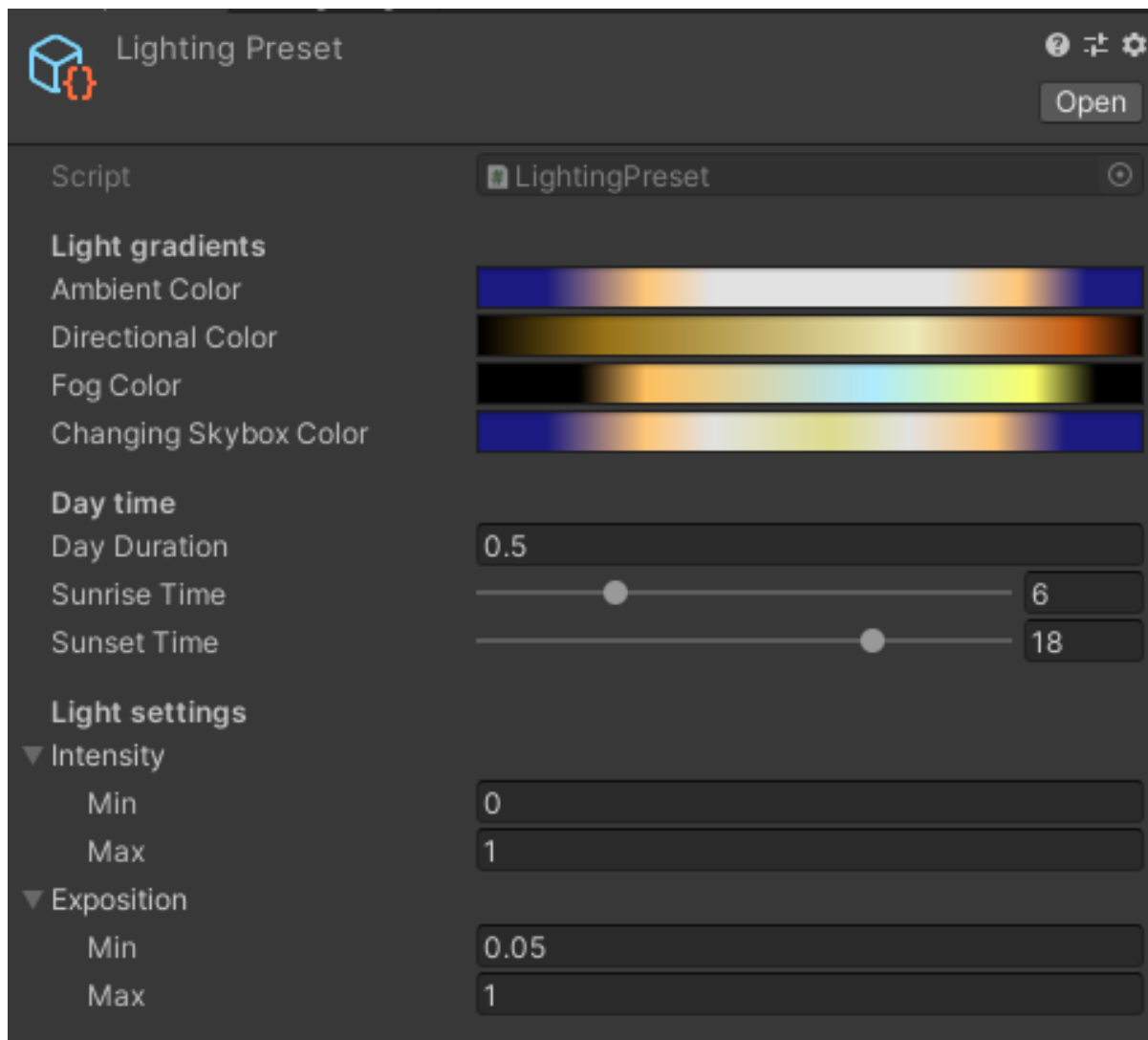
Analog clock — the elements of the analog clock hands that will display the game time

Hour Needle — in this field, you need to add an object that represents the hour needle

Minute Needle — same for minutes

Second Needle — and for seconds

Color settings and cycle parameters



You can change the parameters and color of the light in the Lighting Preset. You can use and change an existing preset or create your own in the project window: Create — Scriptables — Lighting Preset.

Light gradients

Ambient color — setting the color of the environment on the stage

Directional color — setting the light and/or color for the object for the "sun"

Fog color — changing the fog color from the scene lighting render

Skybox color — changing the color of the standard shader skybox

The gradients correspond to the range of the entire cycle of day and night and thus it is possible to adjust at what time what kind of lighting will be on the scene. Works on Standard Render Pipeline.

Day Time

Day duration — duration of the game day in minutes

Sunrise time — sunrise time of the "sun". At this time the "sun" begins its journey from behind the horizon

Sunset time — sunset time of the "sun". At this time the "sun" completes its path over the horizon

Light Settings

Intensity — changes the intensity of the light source from the minimum value at the time of "sunrise" to the minimum value by "sunset". The maximum intensity is at noon.

Exposition — changes the skybox exposure from the minimum value at the time of "sunrise" to the minimum value by "sunset". The maximum exposure value is at noon.