

# FANTASTIC CITY GENERATOR 3.1.1

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## Toggle Day/Night at runtime:

- 1) Add the prefab "Fantastic City Generator/DayNight/DayNight" to the scene
- 2) Select the DayNight in the Hierarchy, and in the Inspector (in the Directional Light field) set the Directional light of the scene.
- 3) The code to switch day and night is this:

```
DayNight dayNight = FindObjectOfType<DayNight>();  
if (dayNight)  
{  
    dayNight.isNight = !dayNight.isNight; // true or false  
    dayNight.ChangeMaterial();  
}
```

Open the "DayNight Runtime Demo" scene to see a demo.

Video: Switch day/night in one click:

<https://www.youtube.com/watch?v=lr94kNKMEuA>