

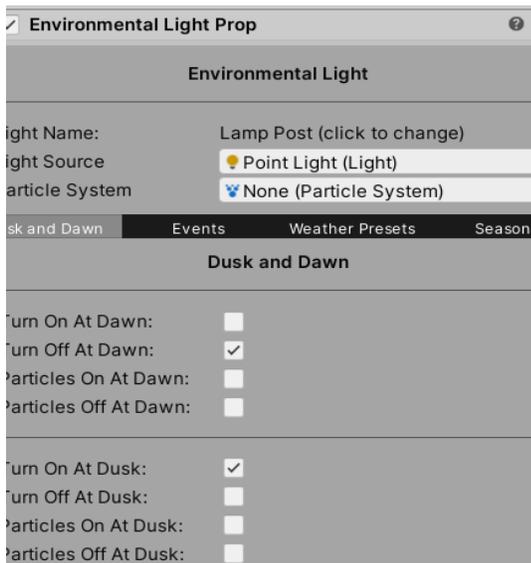


Enviro for Interactivity Toolkit

By: [Shadowed Souls Studios](#) - Version: 1.0.0

Overview

Enviro for Interactivity Toolkit integrates [Enviro Sky and Weather](#) with [ShadowBox: Interactivity Toolkit](#) to take advantage of the Weather system, Time of Day, and Seasonal changes to bring a brand new level of immersion to your games!



Environmental Prop

The Environmental Prop component gives you unprecedented flexibility to manipulate your ShadowBox props to the whims of your Weather, Time of Day, or Seasonal systems!

Environmental Light Prop

The Environmental Light Prop component attaches to an object in your scene, and allows you to enable or disable the attached light and particle system according to Time of Day, Weather, or Season!

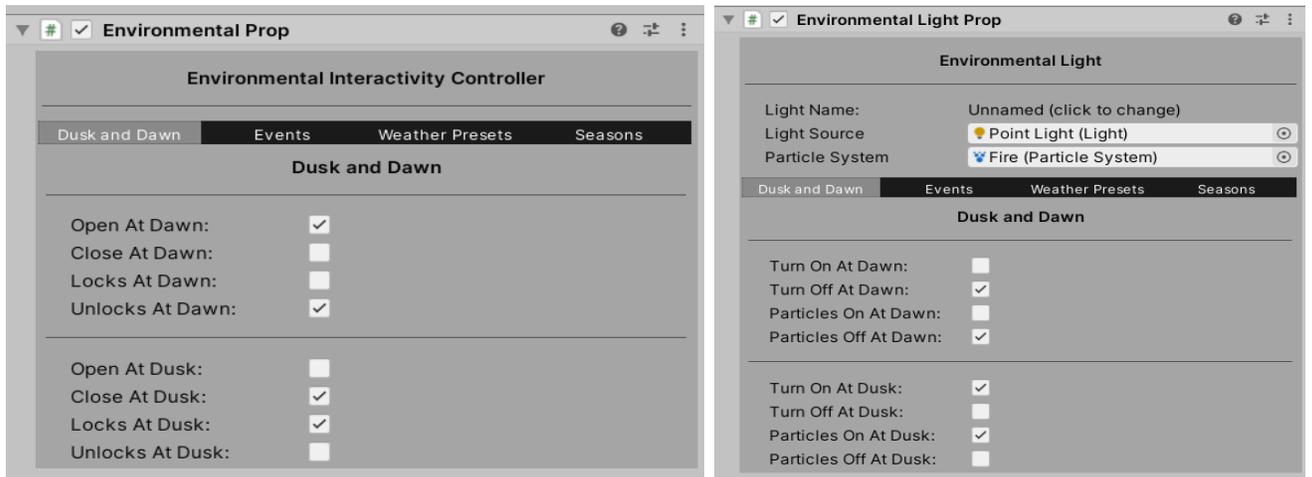
Events!

Any Weather, Seasonal, or Time of Day changes that your ShadowBox: Interactivity Toolkit props can react to, so can any other object in your game scene with the power of Unity Events!

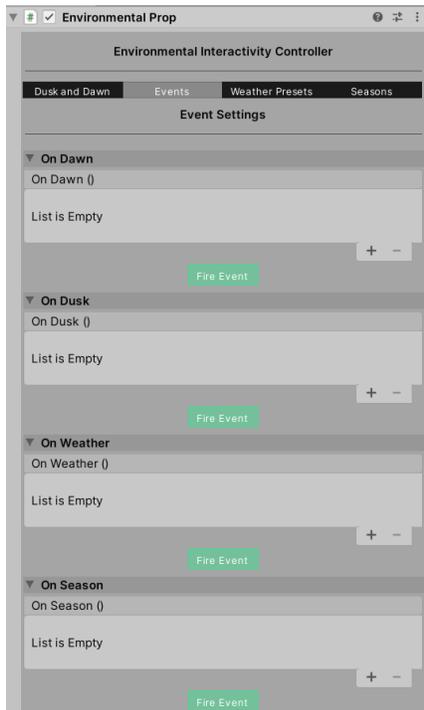
Bespoke, Designer-Friendly Editor

Building upon the ease of use already existing in ShadowBox, we extended this feature to Enviro for Interactivity Toolkit, as well. Installation is a breeze, simply drag and drop the desired component onto your game object, or navigate one of Unity's menus to attach via the Component or Add Component routes. Everything is clearly labeled and carefully placed, to help prevent confusion when using our assets for the first or eight millionth time.

Environmental Prop and Light Prop Controllers



Both the **Environmental Light Prop** and the **Environmental Prop** contain a wide variety of Unity Events for you to take advantage of within your game scenes. Under the Events tab on either prop, you will find the following events:



OnDawn

OnDawn fires when Enviro's Time of Day system turns to Day.

OnDusk

OnDusk fires when Enviro's Time of Day system turns to Night.

OnWeather

OnWeather fires when Enviro's Weather system changes weather presets.

OnSeason

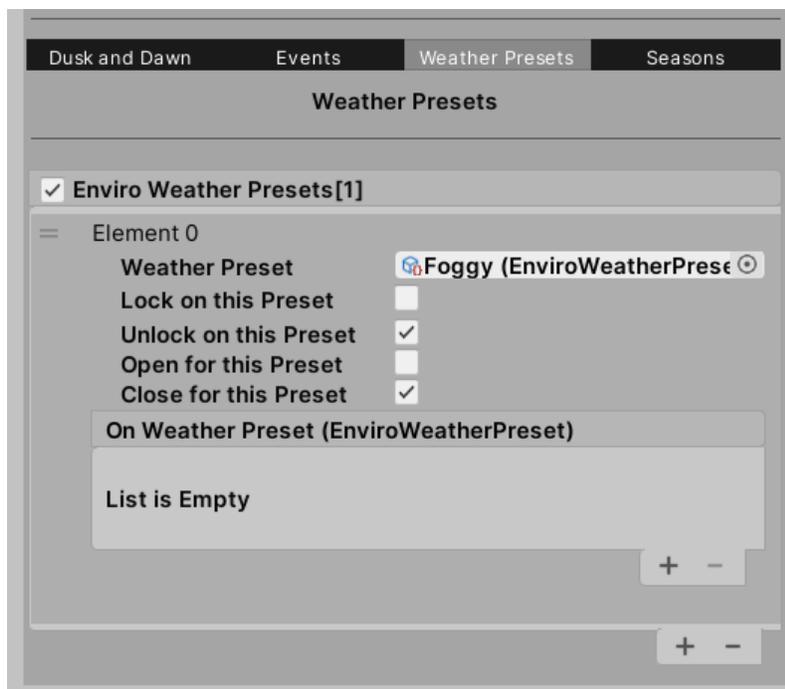
OnSeason fires when Enviro's seasonal system changes seasons.

Environmental Prop and Light Prop Controllers

Environmental Props extend ShadowBox: Interactivity Toolkit props, and allow the prop to be locked, or unlocked, opened or closed, or turned on or off depending on the Weather, Time of Day, or Seasonal systems within Enviro.

Alternatively, Environmental Light Props control [Light](#) and [Particle Systems](#) assigned to the prop. Once a Light and Particle System have been assigned, the Environmental Light Prop can turn either of them on or off according to Weather, Time of Day, or Seasonal systems within Enviro.

This allows for a wide variety of use cases. If you would like a Rotating Door that only unlocks and opens during a foggy Winter night, and is closed and locked at any other point, Enviro for Interactivity Toolkit has you covered.



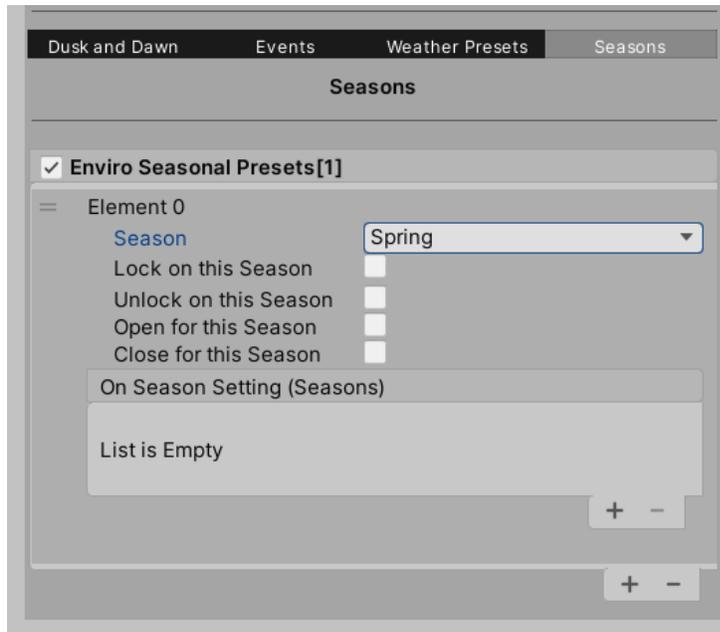
Weather Presets

Simply select the Weather Preset you would like to use, and check the boxes accordingly.

Events from weather presets in this tab will pass along the EnviroWeatherPreset that is currently active as a parameter.

You can have as many or as few Weather preset settings as you would like, including none!

Environmental Prop and Light Prop Controllers



Seasonal Settings

Like the Weather System settings above, Seasonal Settings work in the same manner.

Define the Season in the Enviro Seasonal Preset, select your options accordingly, and have fun!

Events passed from Enviro Season Presets in this tab will pass along the current Season from Enviro's Seasonal System as a parameter.

Enviro for Interactivity Toolkit

Thank you for your purchase! We appreciate your business and hope our products fit your needs.

Support: [Discord](#) – [Email](#)

Web: [Shadowed Souls Studios](#) - [Blog](#) - [Twitter](#) - [YouTube](#) - [Unity Asset Store](#)