2017-06-17 THIS DOCUMENTATION IS SUPERSEDED BY THE UNITY USER MANUAL LIGHTING SECTION. Please note these draft documents will be deleted in the near future.

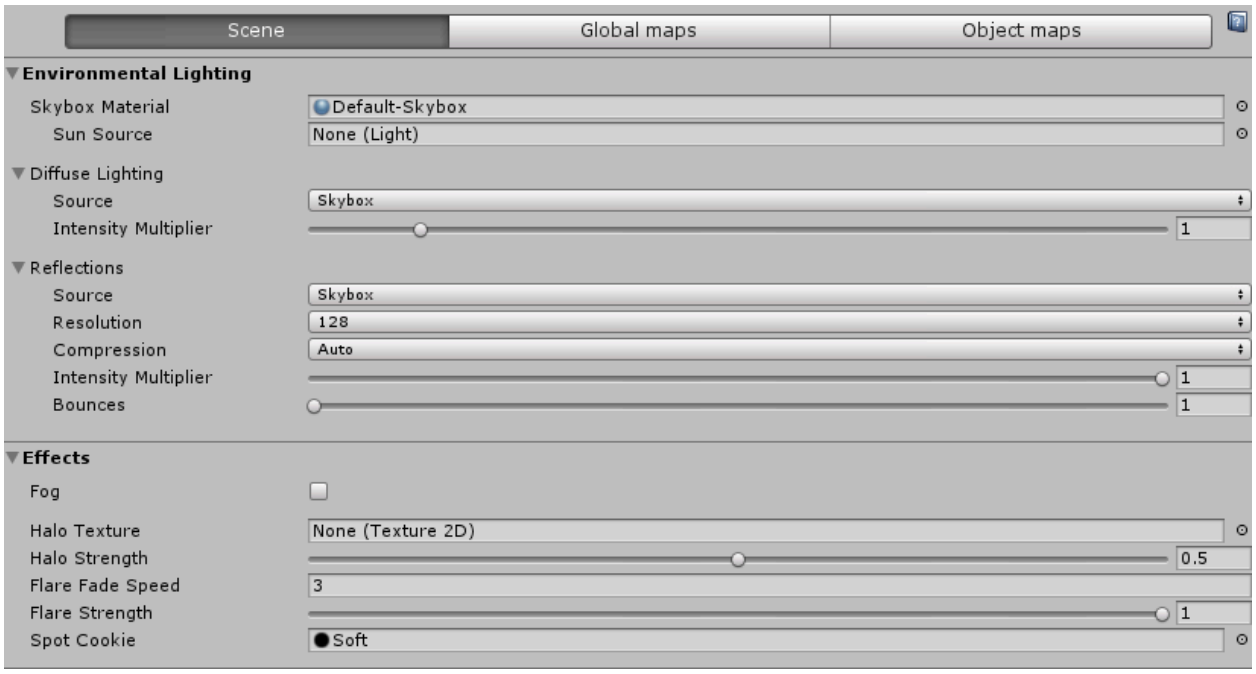
5.6 DRAFT DOCUMENTATION: This is first draft documentation for a feature that is new in Unity 5.6. As such, the information in this document may be subject to change before final release.

Lighting Window

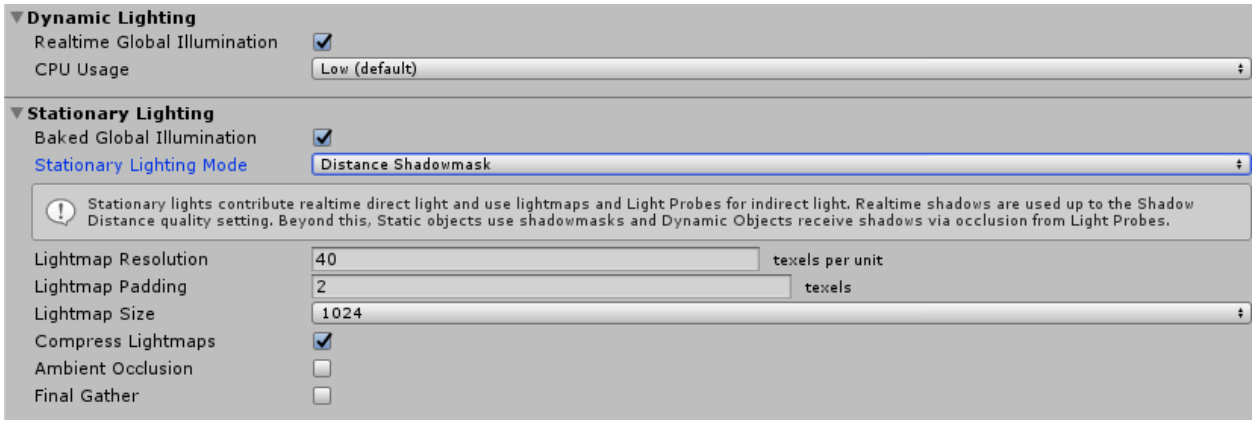
The lighting window page should be updated with the following changes:

"Scene" tab

It contains settings for: *Skybox, Distant Environment Lighting, Reflections, Fog and Other Settings*



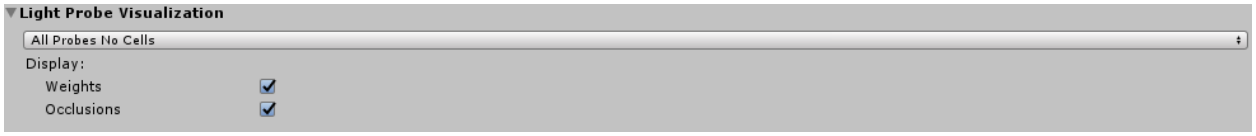
The Environment settings are followed by the settings for Realtime and Mixed Lighting, which control the behavior of Realtime and Mixed lights. They notably allow you to select the lighting modes. See Lighting Modes draft and Mixed Modes pages for an in-depth description of these modes.



Note: Switching the baked lighting mode will generally require rebaking the scene. If Auto-Generate is enabled (the checkbox next to the Generate lighting button in the lighting window), this will happen automatically. If Auto is disabled, then a rebuild must be initiated manually to see the correct results.

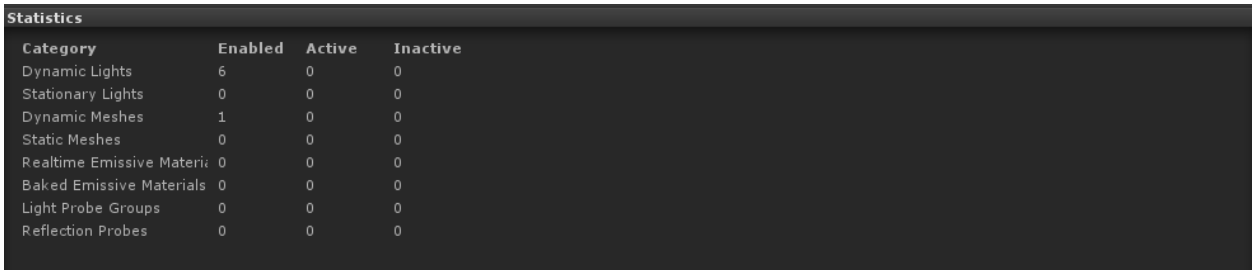
This tab also contains the Global Illumination settings which allow you to adjust the quality, memory consumption and performance characteristics of your Scene.

The Scene tab contains the settings for the Light Probe visualization debug mode. The occlusion checkbox allows one to see the baked occlusion if any of the shadowmask modes are selected. Some of the options will only have a visible effect on Light Probes that are not currently selected.



Finally there is also a setting for the Statistics windows that you can find at the bottom of that tab.

The Statistics window lists all important light actors of the scene, which are lights separated by type, meshes, emissive materials, Light Probes and Reflection Probes.



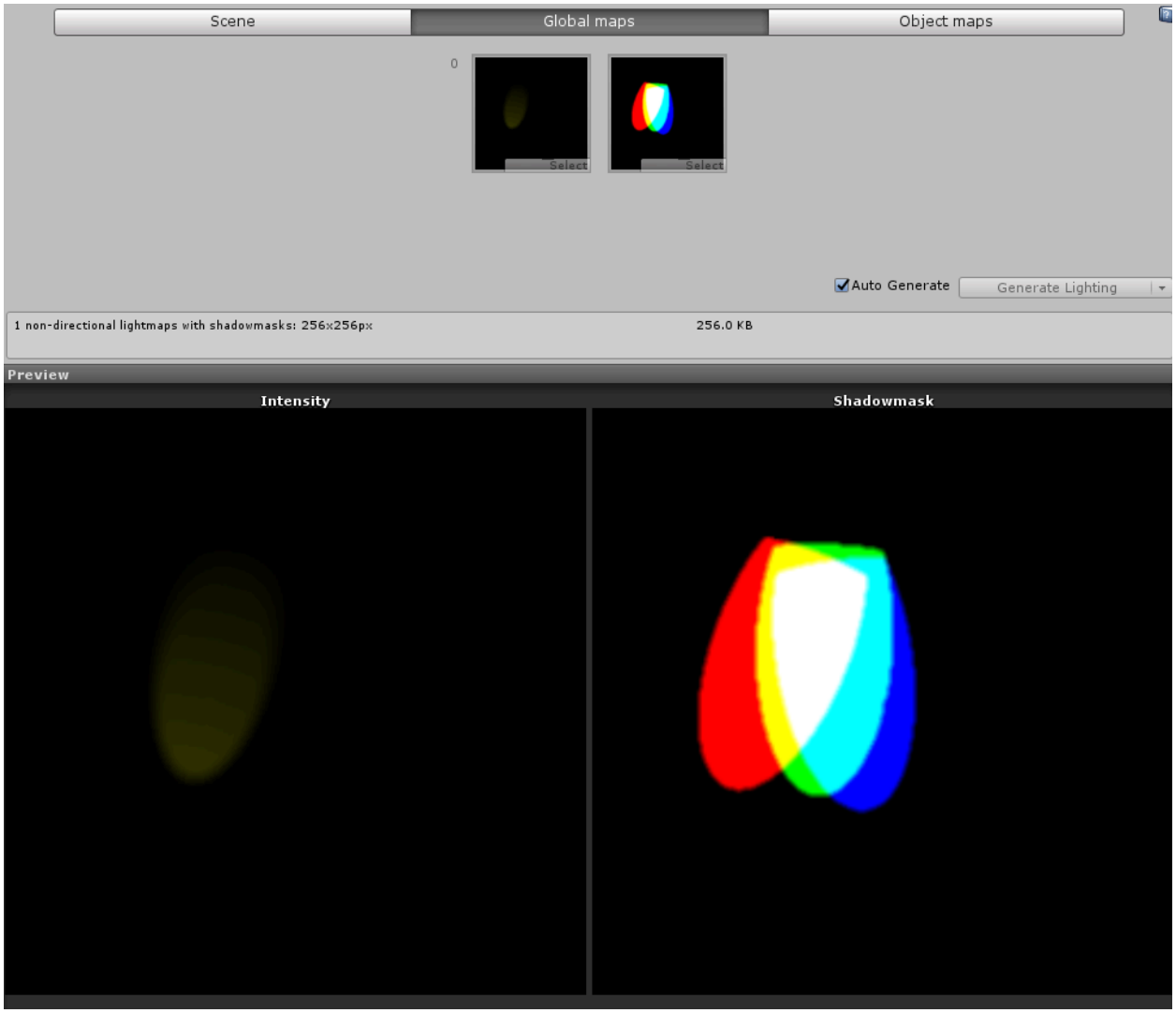
Statistics

Category	Enabled	Active	Inactive
Dynamic Lights	6	0	0
Stationary Lights	0	0	0
Dynamic Meshes	1	0	0
Static Meshes	0	0	0
Realtime Emissive Materi	0	0	0
Baked Emissive Materials	0	0	0
Light Probe Groups	0	0	0
Reflection Probes	0	0	0

Please also note that there is a new dockable window that will assist you in working on large batches of lighting actors called the Light explorer (see the Light Explorer page).

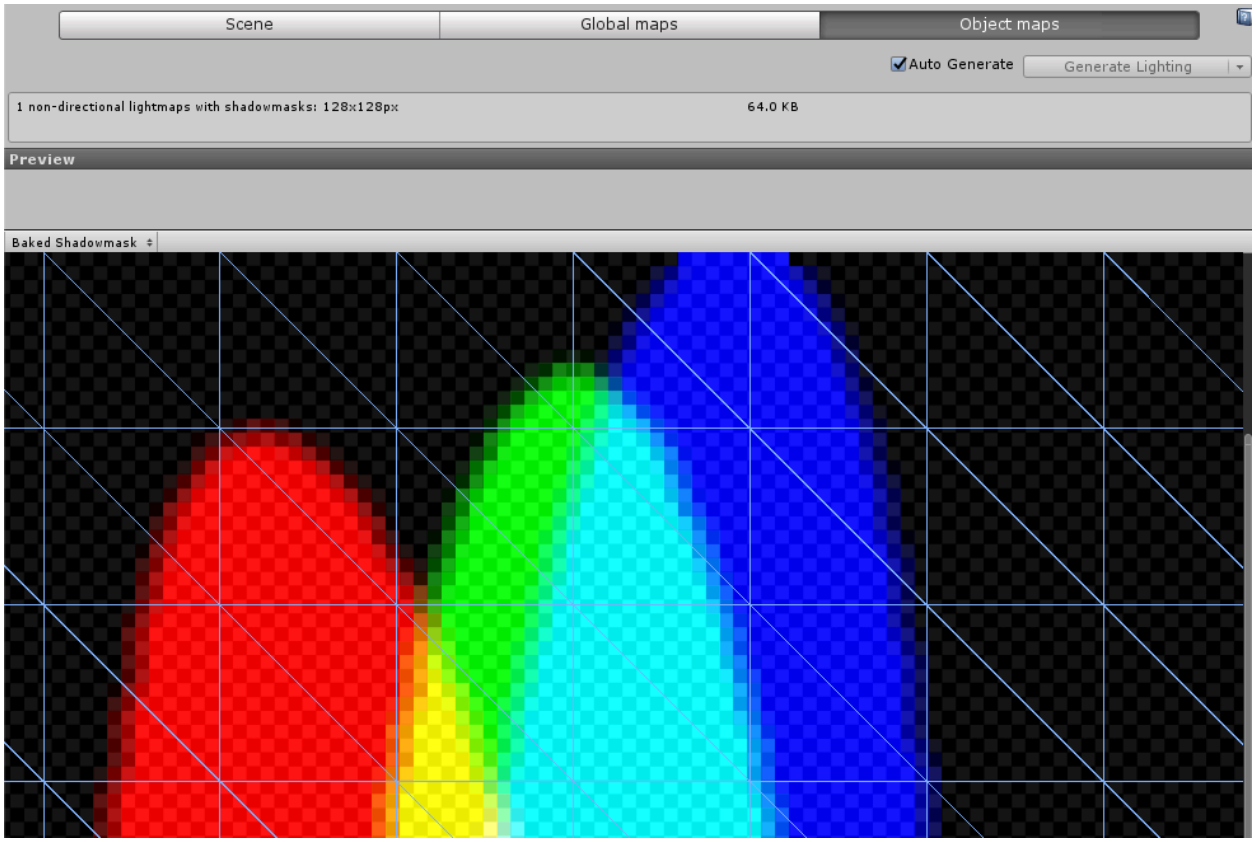
The “Lightmaps” tab has been renamed to “Global maps”.

It supports the new shadowmask as well as other map types.



The “Object” tab has been renamed to “Object maps”

It shows previews of baked textures for the *currently selected* object only, including shadow masks.



Information previously (5.0-5.5) available on that tab for static objects and lights has been moved to the “MeshRenderer draft,Terrain Settings (and draft Terrain Settings page) and the Light inspector draft page.