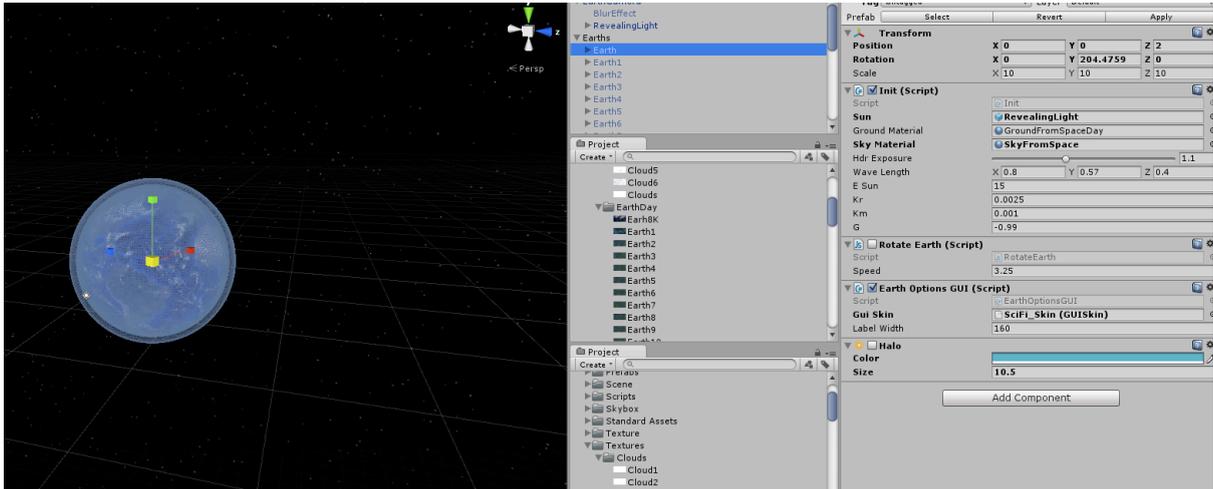
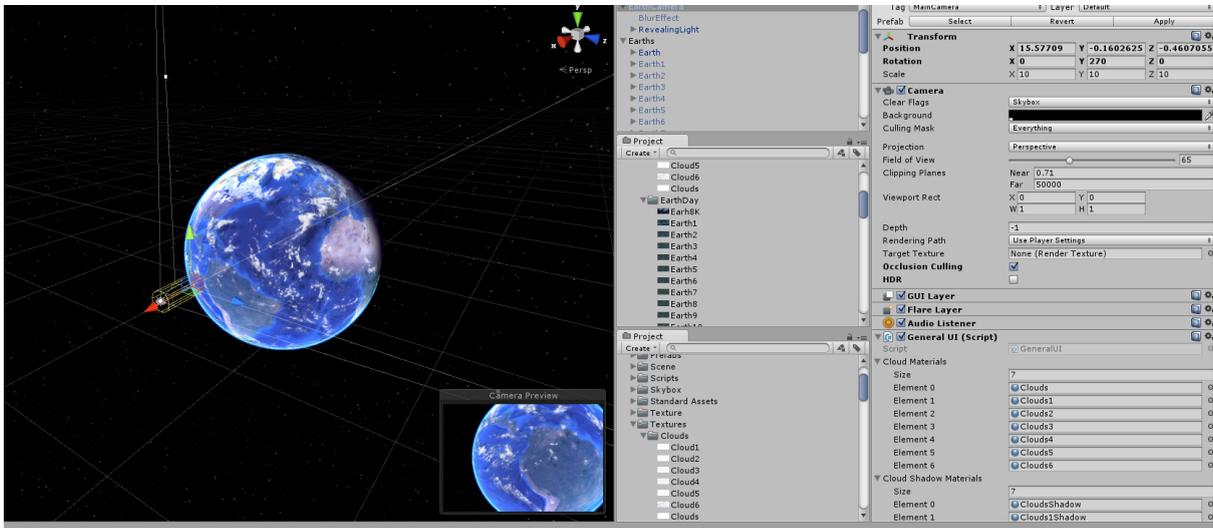


1. Change the size of the planet

You can easily change the size of planet Earth, but make sure you select entire Earth object. If you increase size too high, make sure camera will be moved as well so it won't end up in the middle of the Earth as you will see space only.



When you decide to move Earth make sure that Camera will be moved as well if you are using UI.



2. Whole Earth got Night Earth texture.

In script LightRotation comment out

```
//if (Input.GetAxis("Mouse ScrollWheel") != 0)
```

```

//{

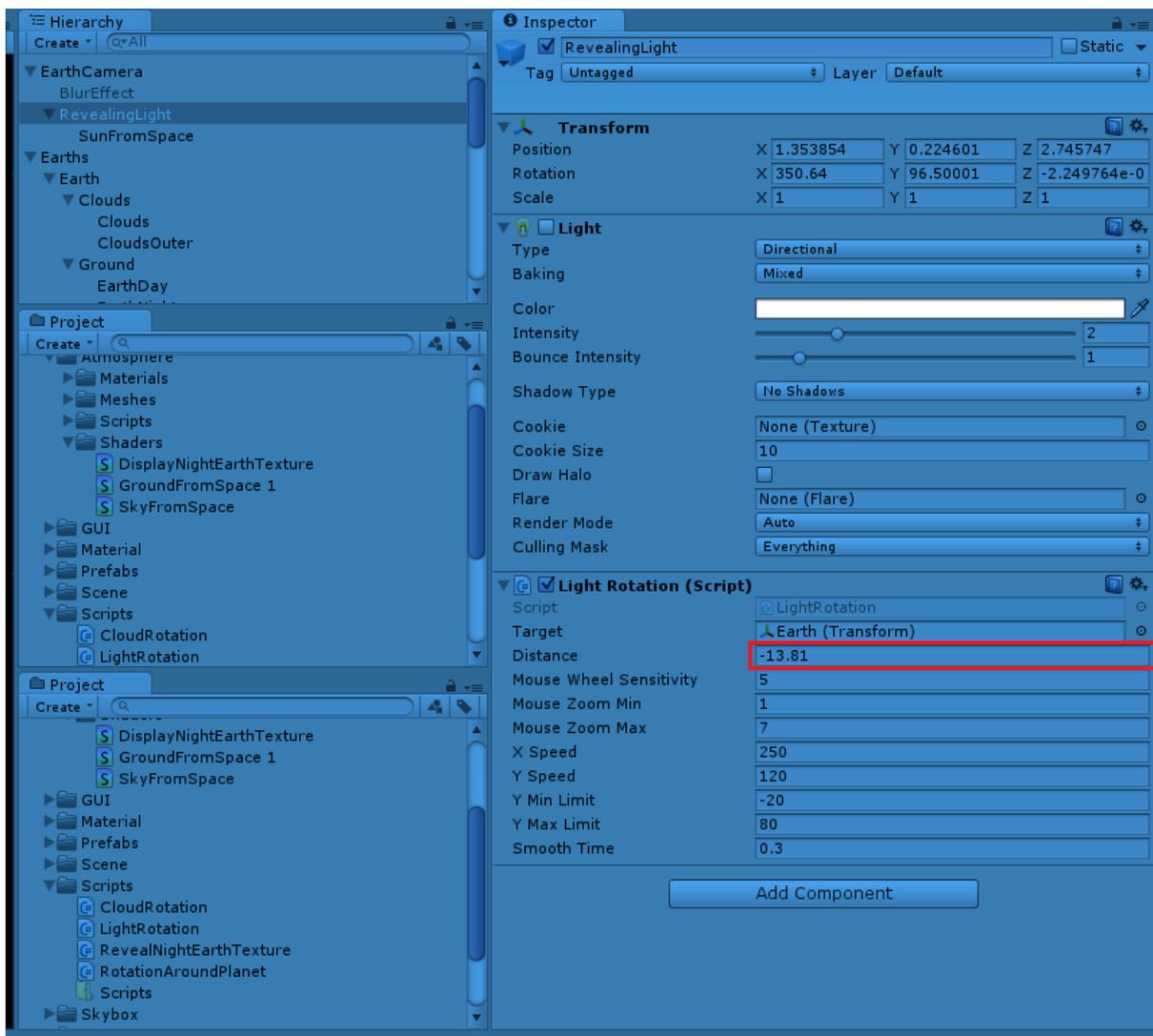
// if (distance >= MouseZoomMin && distance <= MouseZoomMax)
// {

//     distance -= Input.GetAxis("Mouse ScrollWheel") * MouseWheelSensitivity;

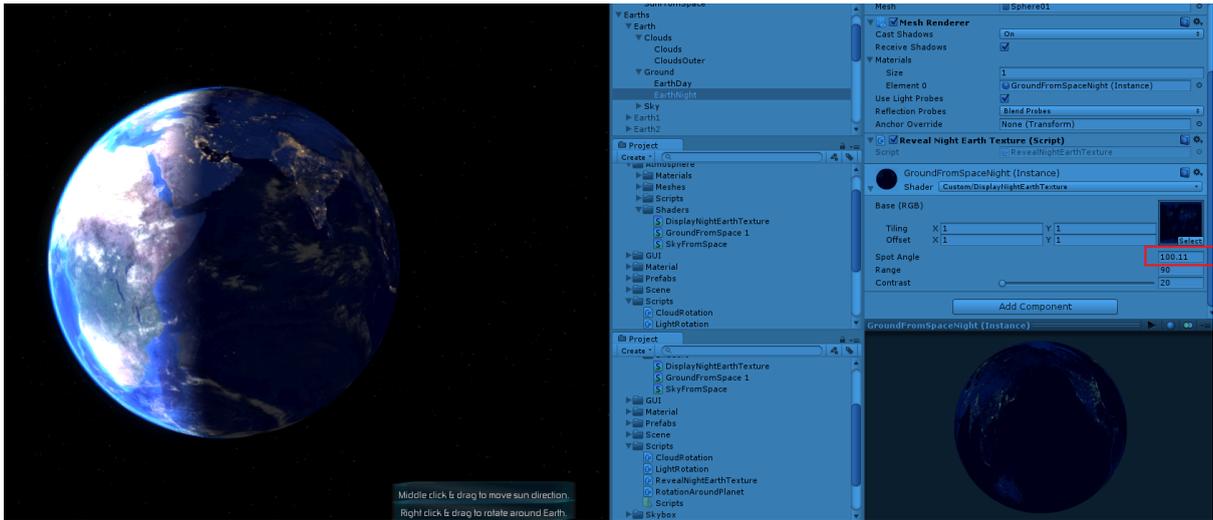
//     if (distance < MouseZoomMin) { distance = MouseZoomMin; }
//     if (distance > MouseZoomMax) { distance = MouseZoomMax; }
// }
//}

```

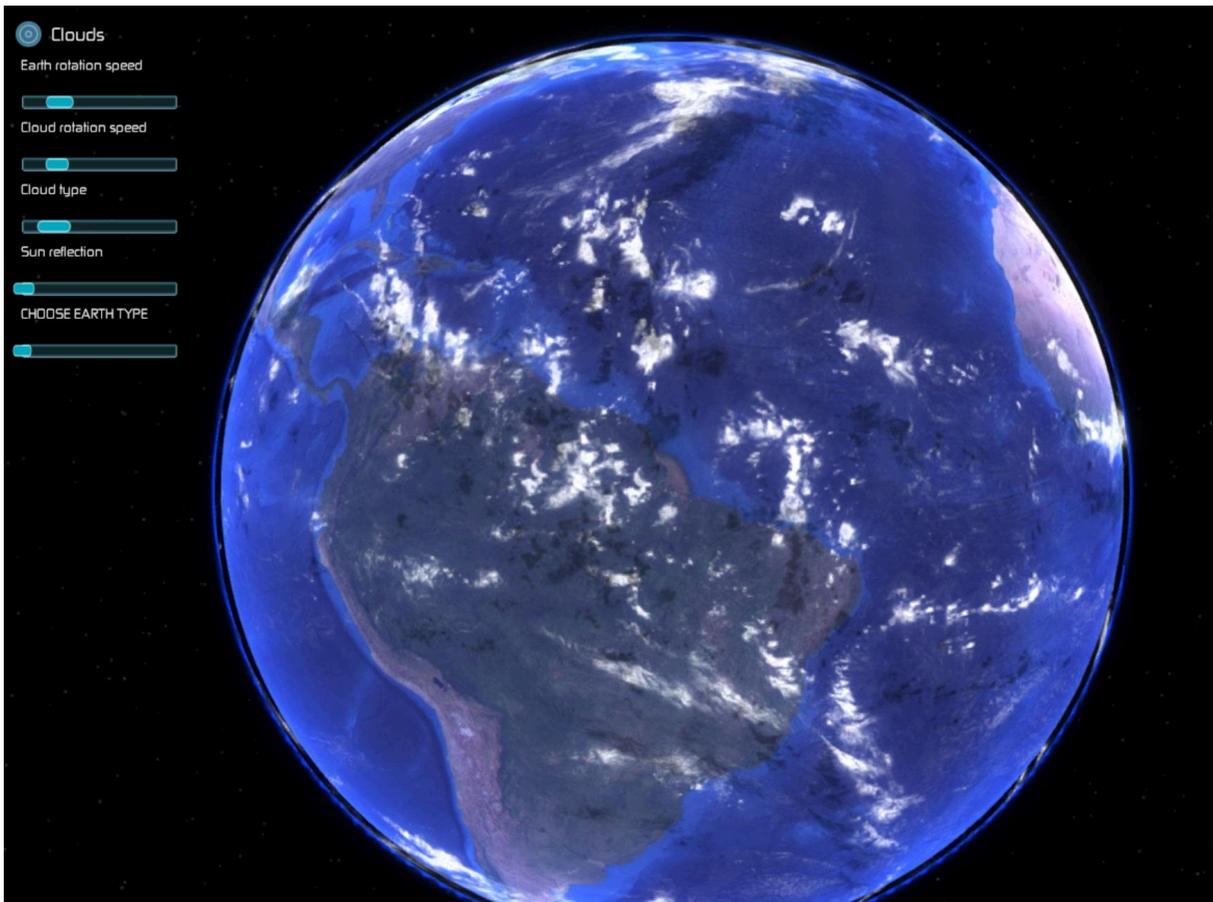
Play with distance value on RevealingLight object so it suits you.



Finally for small adjustment, change spot angle value on Earth Night Shader.



3. Lost atmosphere



With Unity 5.3+ some users experience blank space between earth and atmosphere. This can be easily fix with moving atmosphere object attached to Earth on X axis. Atmosphere can be also duplicate in exact opposite direction(same value -).