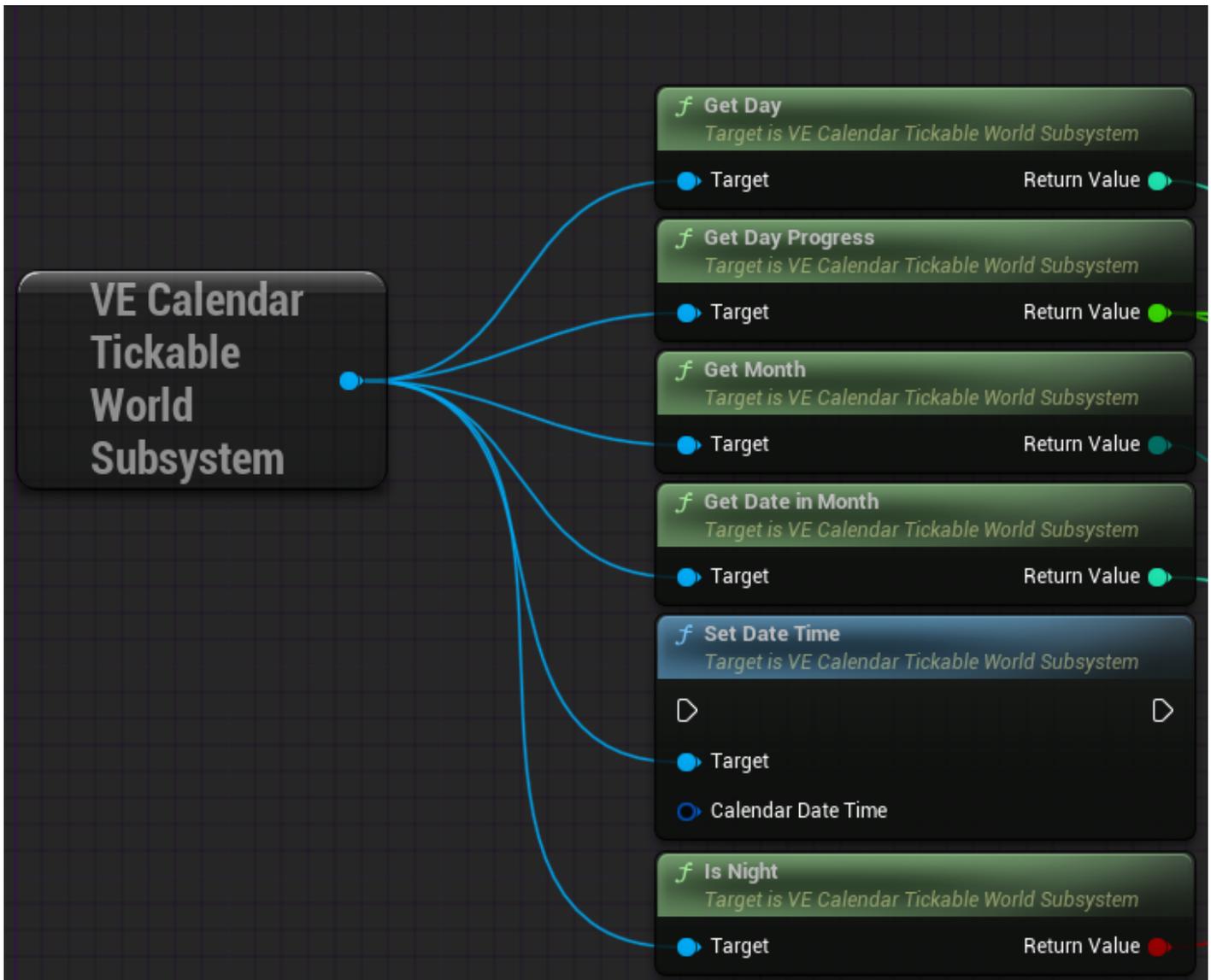


Calendar Subsystem

The Calendar Subsystem is the heart of the time keeping logic, It keeps track of what time of day, month, and year it is ingame.

- Subsystem functions
- Project Settings

Subsystem functions



The Calendar subsystem has a few functions that can be accessed from anywhere, The most important being Get Day Progress that outputs 0-1 0 to 0.5 is night and 0.5 to 1 is day

Project Settings

The screenshot displays the 'Project Settings' window. On the left, a sidebar lists various settings categories under 'Project' and 'Game'. A red arrow points from the 'Calendar Settings' option in the sidebar to the main content area. The main area shows 'Game - Calendar Settings' with a search bar, 'Export...' and 'Import...' buttons, and a note that settings are saved in 'DefaultGame.ini'. Below this is a table of configuration options for the calendar.

Calendar	
Configuration	
Day Progress Night End	0.45
Day Progress Night Start	0.01
Day Progress Default	0.921548
Day Duration in Seconds	100.0
Date in Month Default	1
Month Default	January
Days Per Month	12 Array elements
Year Index Default	0

The subsystem is highly customizable, you can set how many days per month there is along with how long the day is in seconds