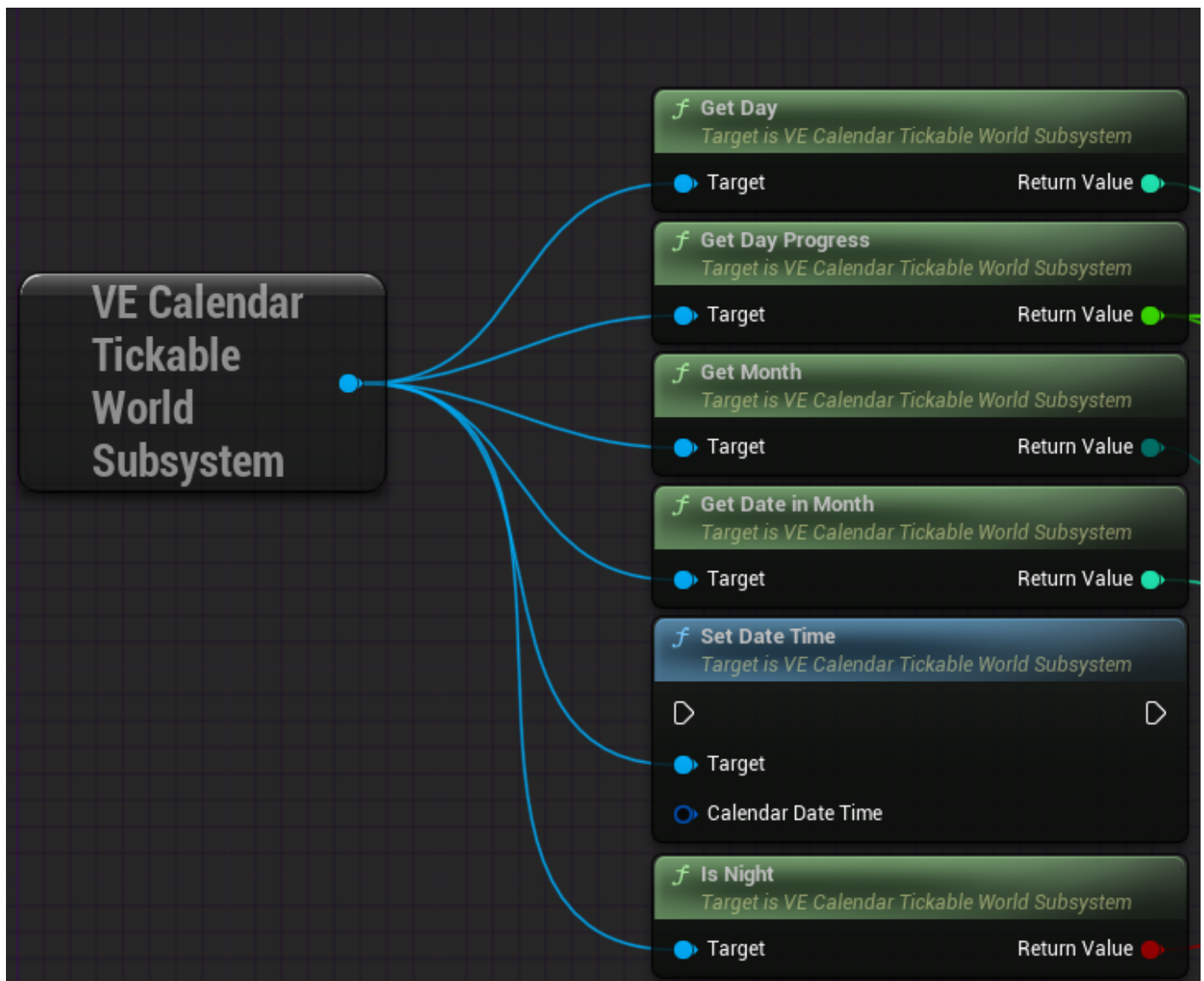


# Calendar Subsystem

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

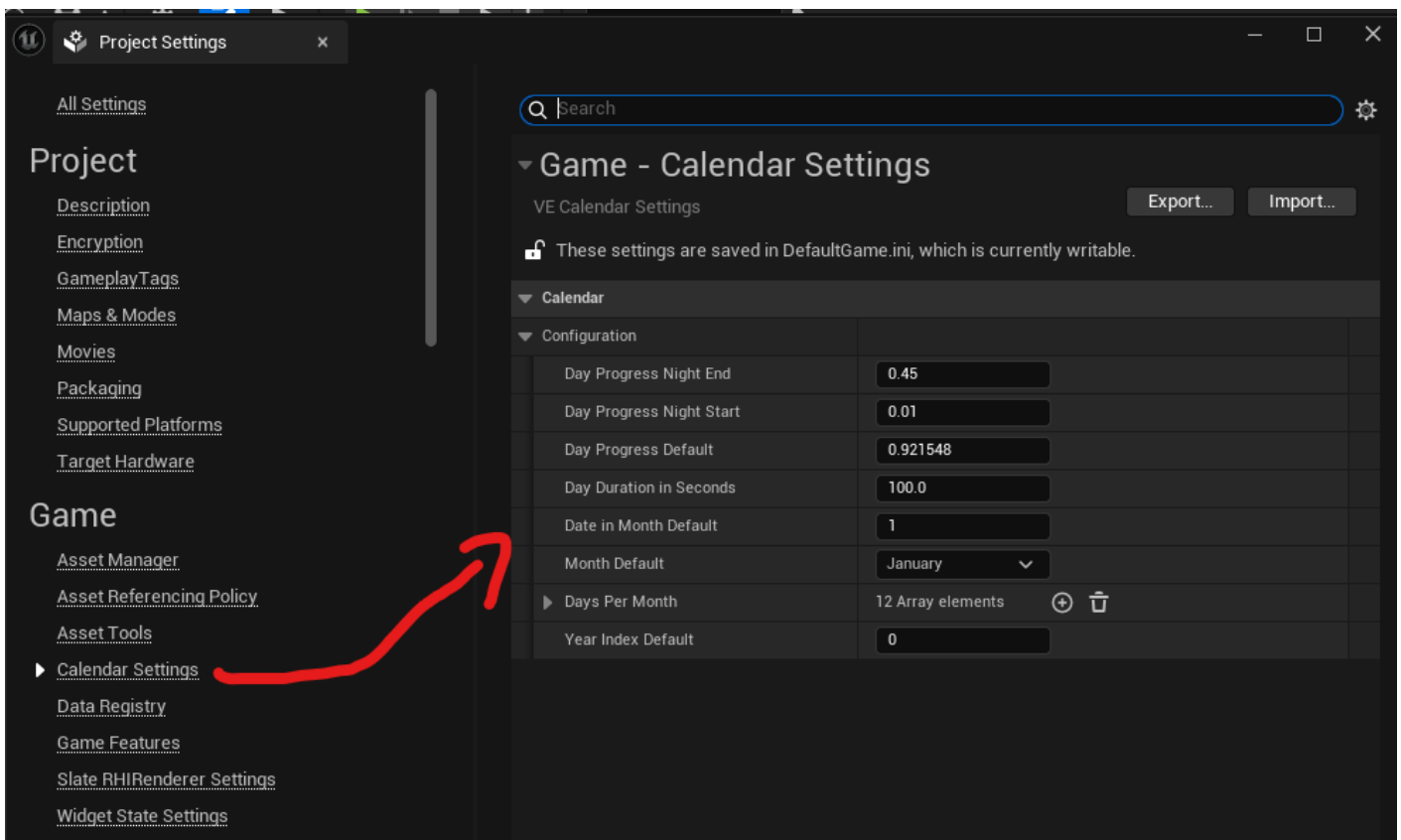
- Subsystem functions
- Project Settings

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