

Calendar/Time Keeping

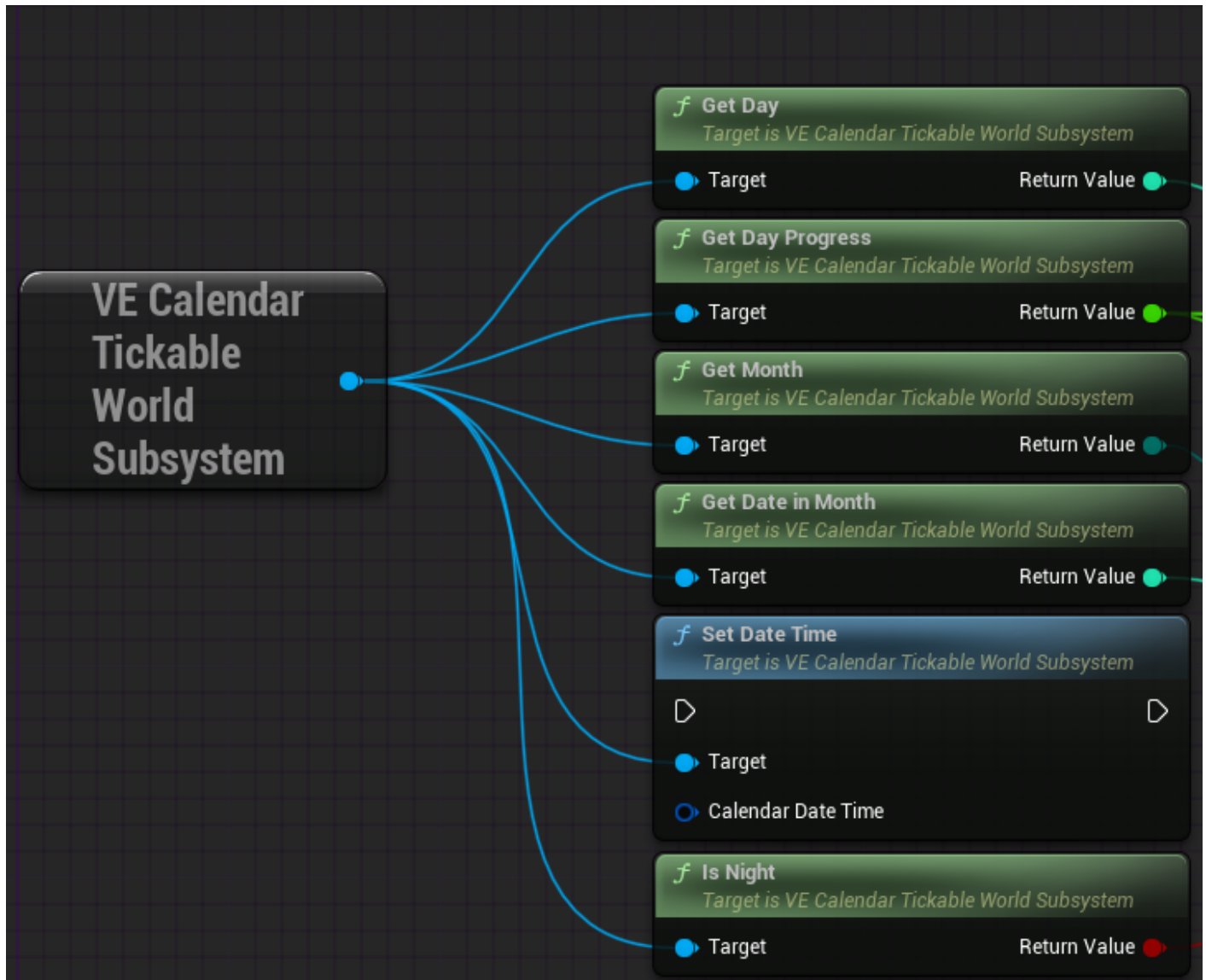
Classes that reference time

- Calendar Subsystem
 - Subsystem functions
 - Project Settings
- Clock UI
 - Clock hands
 - Clock Gradient
- Backwards Compatibility (Event Manager BP)
 - Hourly Time Dispatcher
 - Time of Day Dispatcher
- Editor Tool

Calendar Subsystem

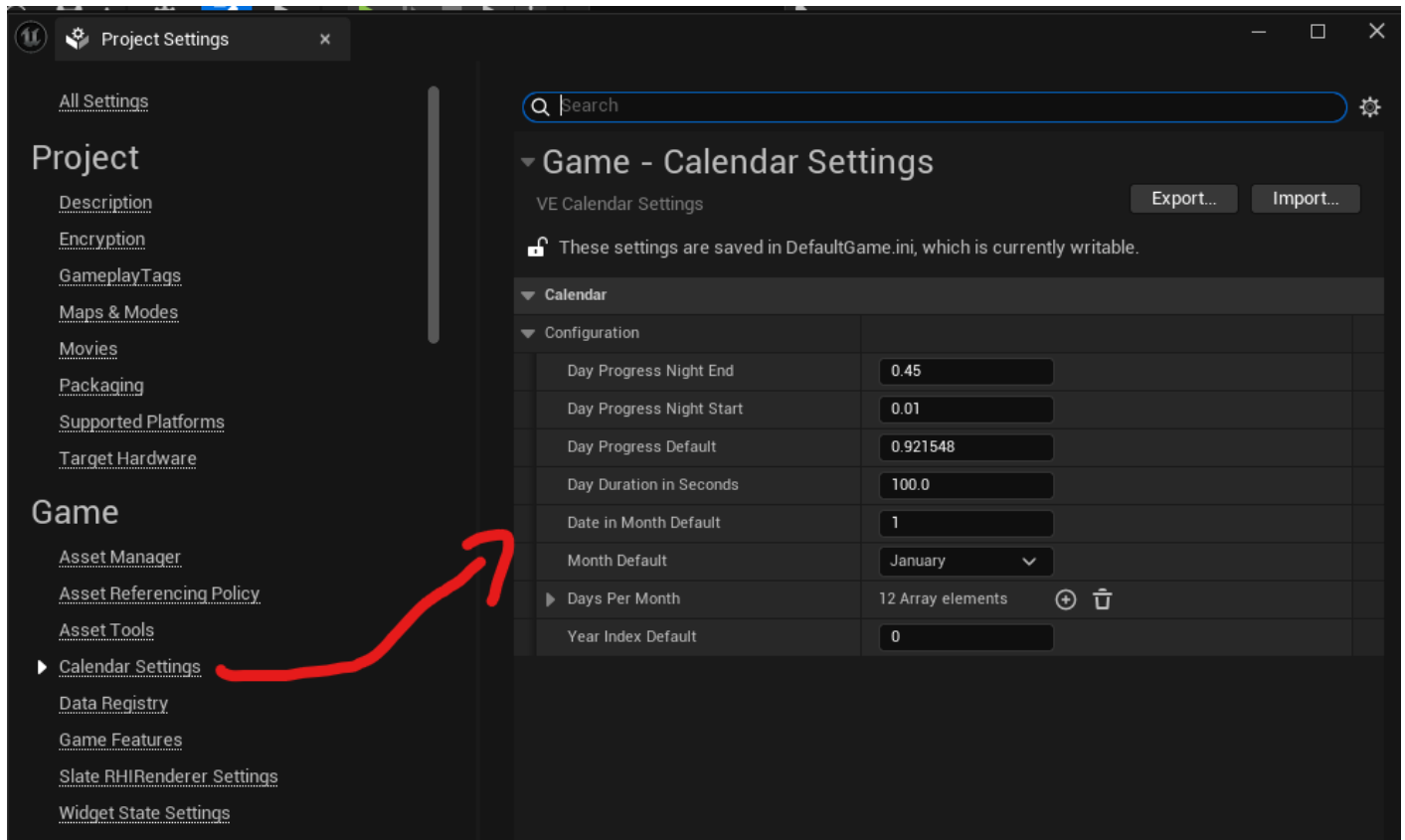
The Calender Subsystem is the heart of the time keeping logic, It keeps track of what time of day, month, and year it is ingame.

Subsystem functions



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

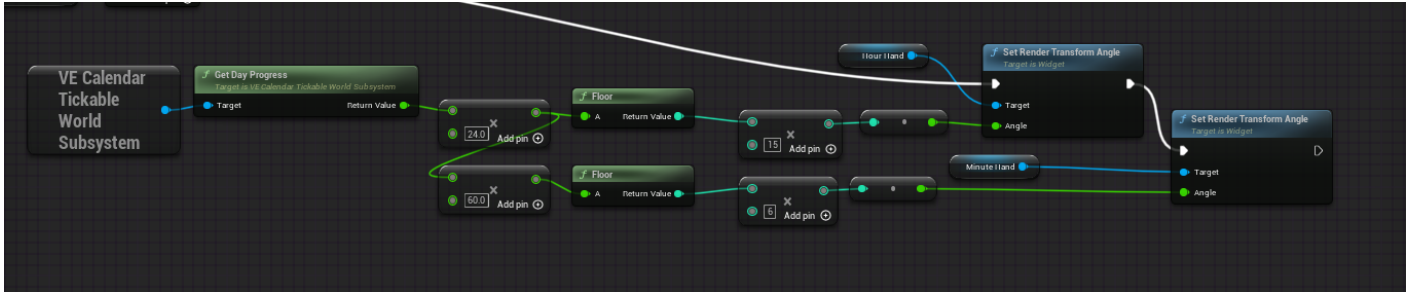
Project Settings



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

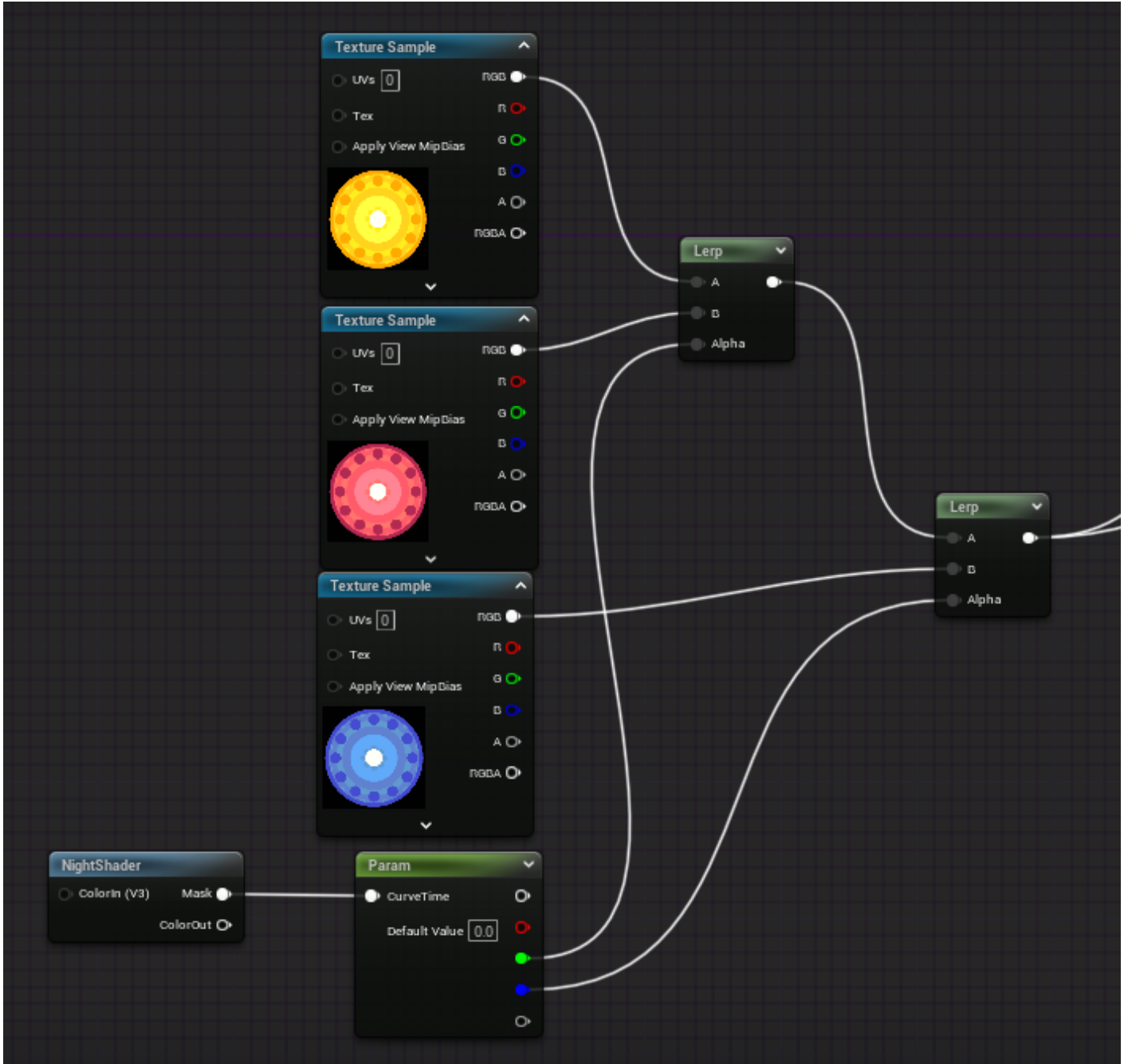
Clock UI

Clock hands



Within RTP_Clock on the tick we just get the day progress 0-1 and convert it to minutes and hours then it multiplies the values by the angle the hand needs to move

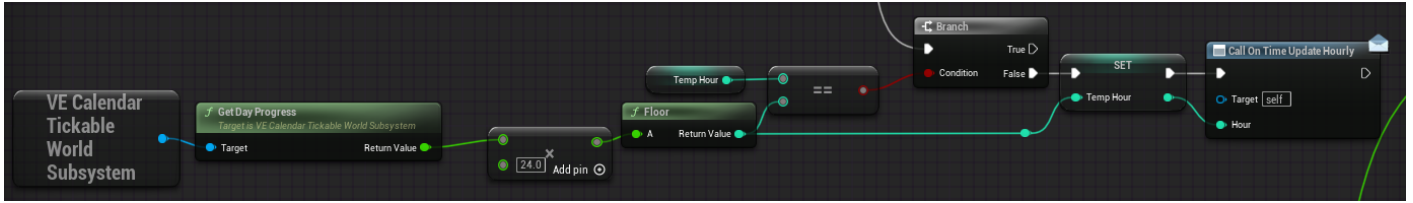
Clock Gradient



The clock gradient is controlled by a shader, the NightShader Mask output outputs 0 if its day, 0.5 if its dusk or dawn, and 1 if its night. We use this value to sample a curve to properly lerp between the 3

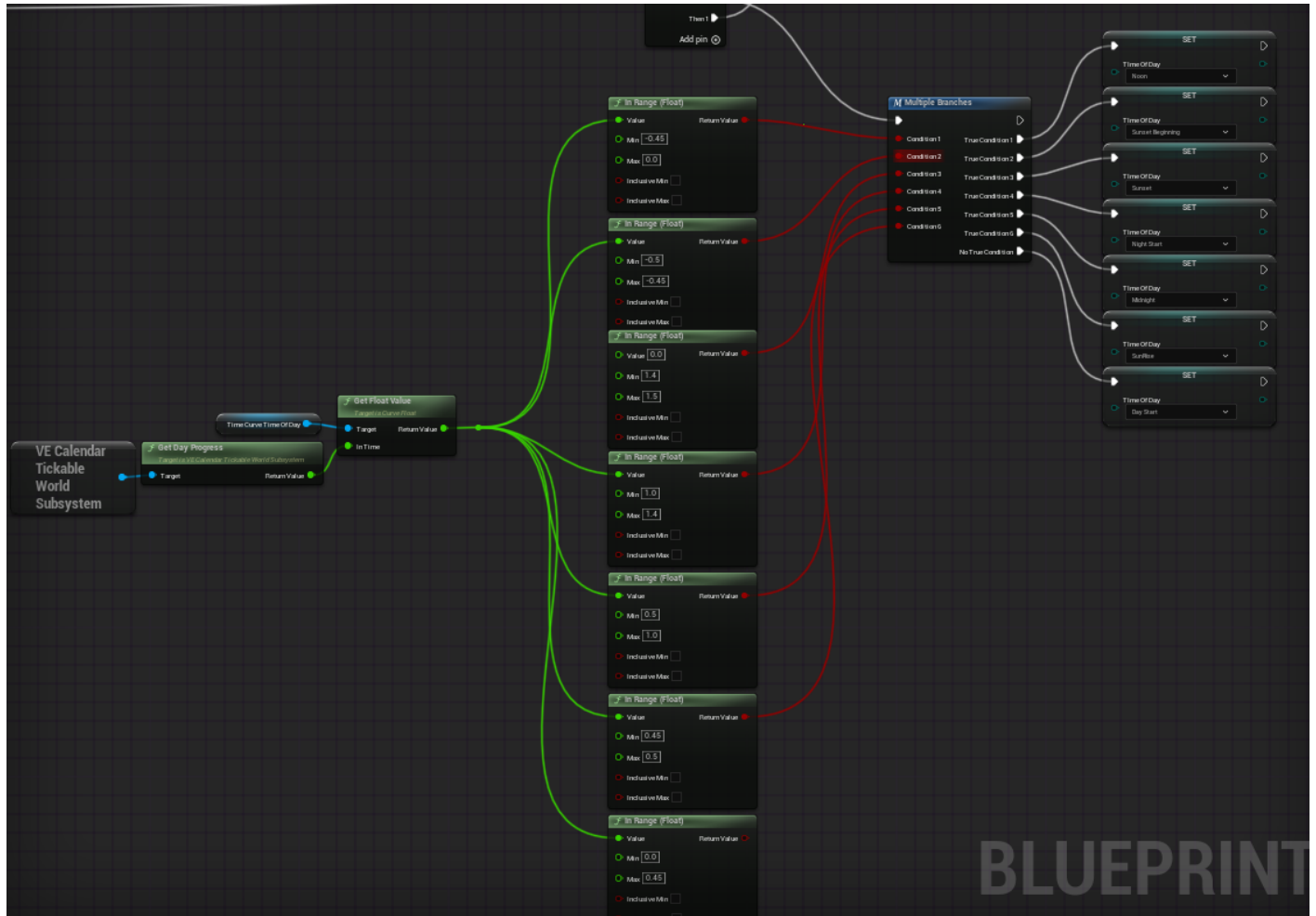
Backwards Compatibility (Event Manager BP)

Hourly Time Dispatcher



The EventManagerBP has this on its tick, Its not ideal but it works for now and can be replaced eventually, Until then i have marked the dispatcher as depreciated.

Time of Day Dispatcher



The previous time manager kept track of a enum for the time of day, this converts the Day Progress to the time of day then runs a dispatcher, Id like to move this to the calendrer but just dont have time for that atm

Editor Tool

I have updated the garden save manager but due to how the ini files work you need to play in standalone or restart the editor, The visuals the the editor still update and the value in the ini but it doesn't load the new start time if you play in the viewport without restarting

