Belt

This component handles the rendering of an animated billboard asteroid belt.

Color
This allows you to tint the belt color.

Brightness
The **Color**.RGB values get multiplied by this when written to the shader. This is useful in combination with HDR.

Render Queue
This allows you to set which render queue group the belt will be placed in.

Render Queue Offset
This allows you to tweak the render queue position. For example, the Geometry render queue is 2000, so an offset of 5 will set the render queue to 2005.

Orbit Offset
This allows you to set the current time of the asteroid orbiting.

Orbit Speed
This allows you to set how fast the asteroids orbit.

Main Tex
This allows you to set the texture applied to all asteroids in the belt. This can be a texture of a single asteroid, or multiple asteroids.

Height Tex
This allows you to set the height texture applied to all asteroids in the belt. This can be a texture of a single asteroid, or multiple asteroids.

NOTE: The position and layout of asteroids must match the 'Main Tex'.
NOTE: The height is read from the alpha channel only, this allows you to use the Alpha 8 format to save memory.

Layout
This allows you to specify how the asteroids are laid out in the **Main Tex** and **Height Tex**.

Grid
This layout means each asteroid in the is laid out in a grid. For example, if you have 256x256 texture with a grid of 2x2 stars, each one is 128x128 pixels.

Layout Columns
The amount of asteroid columns in the textures.

Layout Rows
The amount of asteroid rows in the textures.

Custom
This allows you to manually set the rectangles defining each asteroid in the textures.

Rects
Each rect defines one asteroid variant.

Lit

If you enable this, then the asteroids will be subject to ambient lighting, and allow lighting + shadows.

Lighting Tex

This allows you to set the lookup table used to calculate the current brightness & color of the asteroids based on the camera to fragment to light angle.

The SgtBeltLighting component can be used to generate this.

Lights

If you want a light to shine on this then add it here.

NOTE: Only the first two active lights will be used.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

[CONTEXT] Update Material

This option will force the belt material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Update Meshes and Models

This option will force the belt meshes and models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.