Custom Belt

This component allows you to create a fully modifiable asteroid belt.

NOTE: Read the Belt documentation for information on the shared fields.
NOTE: Custom belts store all asteroid data, so your scene or build file sizes will increase based on the amount of asteroids you have.
NOTE: The more asteroids you have in your custom belt, the slower the inspector will run, this isn't something I can fix.

Asteroids
This list contains all the asteroids used in the belt.

Main Tex
This allows you to set the asteroid sprite texture.

Height Tex
This allows you to set the height sprite texture.

NOTE: The height is read from the alpha channel only, this allows you to use the Alpha 8 format to save space.

Color
This allows you to set the color tint for the asteroid.

Radius
This allows you to set the asteroid radius.

Height
This allows you to set how high above the asteroid plane the asteroid will orbit.

Angle
This allows you to set the starting angle of the asteroid.

Spin
This allows you to set how fast the asteroid will spin.

Orbit Angle
This allows you to set the starting angle of the asteroid's orbit.

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

Orbit Distance
This allows you to set how far from the center the asteroid will orbit.