

Spiral Starfield

This component allows you to create a spiral starfield.

NOTE: Read the **Point Starfield** documentation for information on the shared fields.

Seed

This allows you to set the random seed used when generating asteroids.

Radius

This allows you to set the outer radius of the starfield.

Arm Count

This allows you to set how many spiral arms the stars will be split into.

Twist

This allows you to set how much each spiral arm twists around.

Thickness

This allows you to set how thick each spiral arm is.

Star Count

This allows you to set the amount of stars generated.

Star Radius Min

This allows you to set the minimum radius of generated stars.

Star Radius Max

This allows you to set the maximum radius of generated stars.

Star Radius Bias

This allows you to set how likely the generated stars will have a smaller size, to stop large stars dominating the distribution.

Star Pulse Max

This allows you to set the maximum scale each star can pulse by. A value of 0 means it cannot pulse, and 1 means it can pulse between 0 and its full size.