Box Starfield

This component allows you to create a box or cube shaped starfield.

This distribution is useful in conjunction with the **Wrap** setting, as it can produce seamless infinite starfields.

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

Seed

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

Extents

This allows you to set the size of the starfield.

If you're using the **Wrap** setting, then the **Wrap Size** should match this on the axes you want to wrap.

Offset

This allows you to push stars toward the edge of the starfield.

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.