

# Simple Belt

This component allows you to create a simple asteroid belt.

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

## Seed

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

## Thickness

This allows you to set the thickness of the asteroid distribution.

## Inner Radius

This allows you to set the radius of the inner edge of the belt.

## Inner Speed

This allows you to set the orbit speed of asteroids around the inner edge of the belt.

## Outer Radius

This allows you to set the radius of the outer edge of the belt.

## Outer Speed

This allows you to set the orbit speed of asteroids around the outer edge of the belt.

## Asteroid Count

This allows you to set the amount of asteroids that will be generated in this belt.

## Asteroid Spin

This allows you to set the maximum spin rate of the generated asteroids.

## Asteroid Radius Min

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

## Asteroid Radius Max

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

## Asteroid Variants

This list stores all the different types of asteroids you want to spawn 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.