

Terrain Spawner

This component allows you to spawn prefabs on the surface of an SgtTerrain as you approach it.

Depth

This allows you to set the SgtPatch depth required to spawn these prefabs on.

Spawn Count Distribution

When an SgtPatch with the required Depth is spawned, a random value on the X axis is picked, and then the spawn count value at that point is picked from this distribution graph. If the value is 2, then this patch will have 2 prefabs spawned on it.

Prefabs

This allows you to set which SgtTerrainObject prefabs can be spawned from this component.