Ring Mesh

This component can be used to generate a mesh for the SgtRing component.

Ring

If you set this, the generated mesh will automatically be applied to this ring.

Segments

If you set this to 1, this ring will span 360 degrees. If you set this to 4, the ring will span 60 degrees.

Segment Detail

This allows you to set how many quads are placed around the ring segment.

Radius Min

This allows you to set the inner radius of the ring in local space.

Radius Max

This allows you to set the outer radius of the ring in local space.

Radius Detail

This allows you to set how many quads are placed between the min and max radius.

Bounds Shift

This allows you to move the generated mesh bounds outward in local coordinates.

This is useful if the ring goes around an atmosphere or other transparent object, where the camera to mesh distance changes the render order and visual result. If you're using this setting it's recommended you have a higher 'Segments' setting, such as 8.