

# Wrapped Starfield

This component allows you to create a wrapped starfield. These are useful for creating infinitely repeating 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.

## Size

This allows you to set the size of the starfield.

## Wrap 3D

This allows you to force the starfield to wrap in 3D. If you leave this unchecked then it will only wrap on the X and Z axis, useful for top down games.

## 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 Sprites

This allows you to set all the different types of stars you want in the starfield.