

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.