

Advanced Belt

This component allows you to create a more advanced 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.

Distance Distribution

This allows you to set distance from the center an asteroid will be placed based on a random [0..1] sample.

Height Distribution

This allows you to set Height from the orbital plane an asteroid will be placed based on a random [0..1] sample.

Speed Distribution

This allows you to set orbit speed of an asteroid based on its randomly [0..1] sampled distance.

Speed Noise Distribution

This allows you to offset an asteroid's orbit speed by a random amount based on its randomly [0..1] sampled distance.

Radius Distribution

This allows you to set radius of an asteroid based on a random [0..1] sample.

Asteroid Count

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

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.