Belt

This component handles the rendering of an animated billboard asteroid belt.

Lights

If you want a light to shine on this then add it here.

NOTE: If this list has a length of zero, then it will be rendered with full brightness.
NOTE: If this list has a length of more than zero, then it will be rendered with ambient lighting.
NOTE: Only the first two active lights will be used.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

Color

This allows you to set the final color tint.

Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the belt will be placed in. By default this is set to Geometry, but you can also use Background if you want the belt to render before other transparent objects.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Geometry render queue is 2000, so an offset of 5 will set the render queue to 2005.

Age

This allows you to set the current time of the asteroid orbiting.

Time Scale

This allows you to set how fast the asteroids orbit.

Auto Regenerate

This setting allows you to force the belt to update every time you tweak the settings.

Regenerate

This button allows you to manually cause the belt to be regenerated.

[CONTEXT] Make Editable Copy

This option will create a new a new belt using the **Custom Belt** component, and fill it with all the asteroids generated in this component, but in a manually editable format.