

The Simple Orbit Component

This component allows you to create simple orbital systems.

Note: This component will modify your GameObject's local position, so to orbit around something else (e.g. an orbiting moon around an orbiting planet) you must attach your GameObject as a child of another.

Orbit

If you tick this then your GameObject will follow begin following a simple orbit path.

Period

This allows you to set the time it takes for your GameObject to complete a full orbit (e.g. a value of 5.0 means your GameObject will complete an orbit in five seconds).

Distance

This allows you to set the maximum distance of your GameObject's orbit relative to its parent.

Oblateness

This allows you to change between a spherical and an elliptical orbit.

Angle

This allows you to change the current orbit angle (in radians).

Rotation

If you tick this then your GameObject will rotate around its axis.

Period

This allows you to set the time it takes for your GameObject to complete a full rotation (e.g. a value of 0.25 means your GameObject will complete four rotations a second).

Axis

This allows you to change the axis of rotation. By default it rotates around the Y axis (0, 1, 0).