

# The Debris Spawner Component

The Debris Spawner allows you to spawn GameObjects around the camera that will automatically be updated if they get out of range. This is useful for creating infinite asteroid field effects.

Note: If you reduce the **Debris** → **Count**, then existing debris objects will only be removed if they move outside of the debris bubble/container, or if you press the Regenerate button.

Note: When a debris GameObject is repositioned, it will be sent the **ResetDebrisPosition** message.

## Debris

### Observer

If your scene contains a camera tagged with **MainCamera**, then this field will automatically be filled in. If not, then create one and either change its tag to **MainCamera**, or drag it into this field.

### Count Max

This allows you to set the maximum amount of debris that will be spawned.

Note: Each bit of debris requires a unique GameObject, so try not to set this too high.

### Container Radius

All debris will be spawned in a bubble around your camera/observer. This allows you to set the radius of that bubble.

### Container Thickness

Debris that exits the container/bubble surrounding the camera will be repositioned on the other side of the bubble. To improve performance, the edge of the bubble is given a border/padding, this field allows you to set the thickness of that.

## Variants

### Variant List

Note: This list is only visible if you've added at least one debris variant.

### GameObject

This allows you to set the GameObject associated with this debris variant.

### Spawn Probability

This allows you to set the percentage change that this debris variant will be spawned.

### Add Variant

This field allows you to add new debris variants. Simple drag and drop a prefab into this field, or search for one after clicking the ⊕ button.

## Regenerate

This button deletes all the existing debris GameObjects and spawns a new set using any modified spawn probability settings.