Thank you for purchasing my Loot Spawner system! This guide will help you set it up 😊

There are three different spawning modes you can choose from:
1. **Seed:** This will use a "seed" to spawn items; spawn patterns will be the same across instances.
2. **Random:** This is truly random spawning and will not use a random seed.
3. **Single Item:** This mode spawns a single item at the center position of the spawn region.

Once you add the LootSpawner.cs script to an empty gameobject, you will immediately notice the coloured cube that shows up. This is the spawn region. Items will be spawned within this region. You can alter this region in all three axes by changing its' scale. The script also has an option to change the colour of the cube if you want 😊

If you're using **seed** or **random** spawn mode, some more variables will be available to you. These are:
1. **Maximum Spawn:** This is the maximum amount of loot that will be spawned at any given moment.
2. **Respawn Threshold**: Once the total spawned loot falls below this value (for a specific spawn region), loot will respawn.
3. **Respawn Timer (minimum/maximum):** This is the timer for the loot to respawn, e.g. once the total loot drops below the respawn threshold. The timer consists of a minimum and maximum value. The script will generate a random time between the minimum and maximum values using Random.Range(); and will initiate the respawn after said time.

Lastly, there is a loot list. This is where the loot is controlled per spawn region. Each spawn region has its own separate list of loot. The list is as follows:
1. **Item Prefab:** This is the object that will be spawned. Must be a prefab GameObject with a RigidBody.
2. **Spawn Chance:** Each item has its own spawn chance. Higher spawn chance means it will spawn more often than a lower spawn chance. This can be any value. At runtime, the script will determine the total spawn chance for all the items per spawn region and using Random.Range(); will determine which items to spawn.
3. **Pre-spawn Units:** This system uses a "pooling" system. What this means is that every item will be pre-spawned when the game is loading, and loot will be re-used from the already spawned items. This ensures that there is no instantiation/destruction of items at runtime, which results in the best possible performance (minimum performance impact from constantly instantiating/destroying). This value is the amount of this item that will be spawned while loading. Make sure you set this to a high value, more than what will be needed to ensure no problems.

Setting up items

Whenever you pick up an item, you will want to pass a command to the spawn region script to "remove" that item from the spawned loot list. There is an object script included, which in the demo scene will send the command whenever it is clicked on by the mouse. You will want to keep this script, as the spawner assigns values to it when the item is spawned.

From your pickup script, simply add:

```
<the gameobject>.GetComponent<LootObject>().PickupObject();
```

Wherever you are picking it up from. This will trigger the pickupobject() function on the loot item to ensure it is safely removed from the list and the item returned back to the object pool.

If you have any issues or questions, please contact me (Dan) in my Discord server :)
https://discord.gg/XTB2WzE