

# SgtFloatingSpawner

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This is the base class for all floating origin spawners, providing a useful methods for spawning and handling prefabs.

## Category

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If you want to define prefabs externally, then you can use the SgtSpawnList component with a matching Category name.

## Prefabs

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If you aren't using a spawn list category, or just want to augment the spawn list, then define the prefabs you want to spawn here.