

SgtFloatingPoint

This component wraps SgtPosition into a component, and defines a single point in the floating origin system. Normal transform position coordinates are stored using floats (Vector3), but SgtPosition coordinates are stored using a long and a double pair. The long is used to specify the current grid cell, and the double is used to specify the high precision relative offset to the grid cell. Combined, these values allow simulation of the whole observable universe.

Position

The position wrapped by this component.

OnPositionChanged

Whenever the Position values are modified, this gets called. This is useful for components that depend on this position being known at all times (e.g. SgtFloatingOrbit).

PositionChanged

Call this method after you've finished modifying the Position, and it will notify all event listeners.