

# SgtFloatingLod

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This component will automatically spawn & despawn a prefab based on its float origin distance to the SgtFloatingOrigin.

## DistanceMin

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The minimum spawning distance in meters.

## Prefab

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The object that will be spawned when within distance.

## DistanceMax

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The maximum spawning distance in meters.

## EnableInEditor

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Spawn or despawn the LOD in the editor?