SgtFloatingScaler

This component scales the current SgtFloatingObject based on its distance to the SgtFloatingOrigin. This scaling allows you to see the object from a greater distance than usual, which is very useful for star/planet/etc billboards you need to see from a distance.

Scale

The scale of the object when at DistanceMin.

ScaleMultiplier

Scale is multiplied by this, allowing you to more easily tweak large scales.

DistanceMin

The distance where the scaling begins.

DistanceMax

The distance where the scaling stops.