

SgtProceduralSpin

This component rotates the current GameObject along a random axis, with a random speed.

CustomAxis

Enable this if you want to specify the axis of rotation, otherwise a random one will be picked.

Axis

The axis of the spin.

CustomSpeed

Enable this if you want to specify the speed of rotation, otherwise a random one will be picked.

Speed

The speed of the spin in degrees per second.

SpeedMin

Minimum degrees per second.

SpeedMax

Maximum degrees per second.

UseFloatingObject

If you enable this then the procedural generation to be based on the SgtFloatingObject.Seed.

UseRigidbody

If you enable this then the attached Rigidbody.velocity will be used for the spin.

RandomlyRotate

If you enable this then the transform will be randomly rotated on generation around its axis.

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