SpawnMega Documentation v1.0

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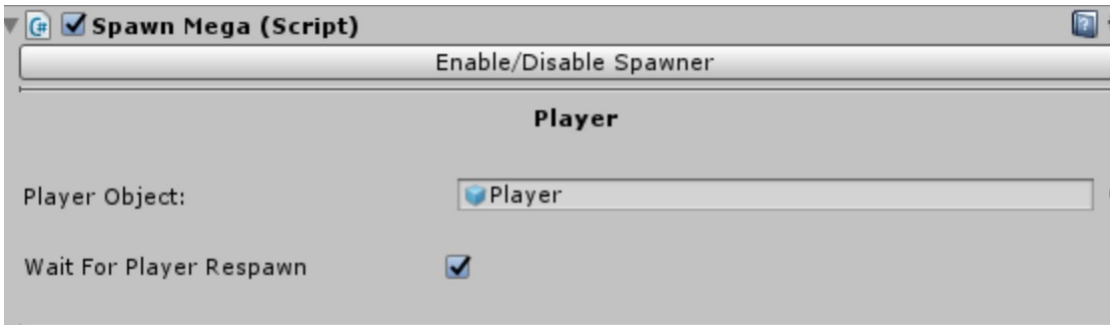
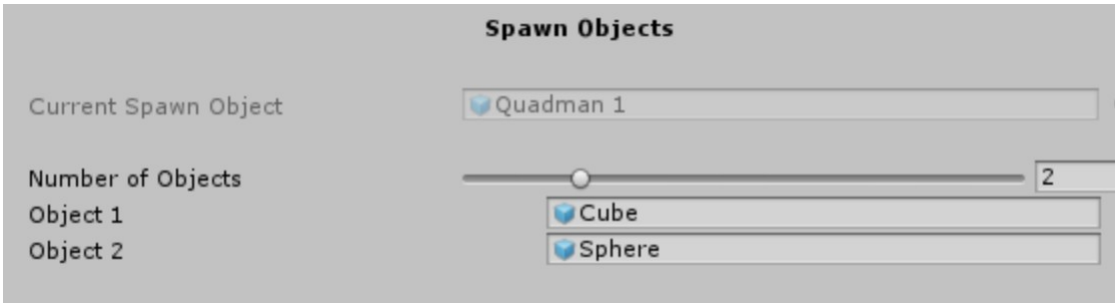
Documentation outside of this Document is provided within the script as tooltips for each item.

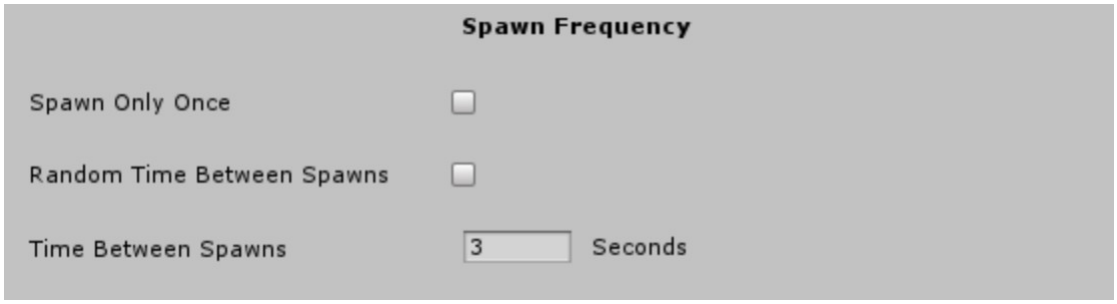


The **Player Object** is your player character so the spawner knows what location to spawn relative to player if the relative to player boxes are checked.
Wait For Player Respawn is used if you want the script to stop spawning objects when the player is dead. To make this work you must put the following into your player script when the player's health reaches 0: `SpawnMega.isDead = true;`
And the opposite when you wish to respawn the player or when the player's health is greater than 0: `SpawnMega.isDead = false;`

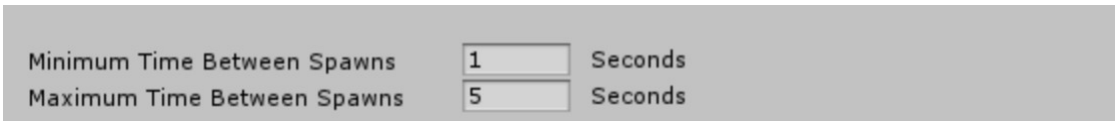
Example shown in PlayerScript Update(), Line 43 and 50.

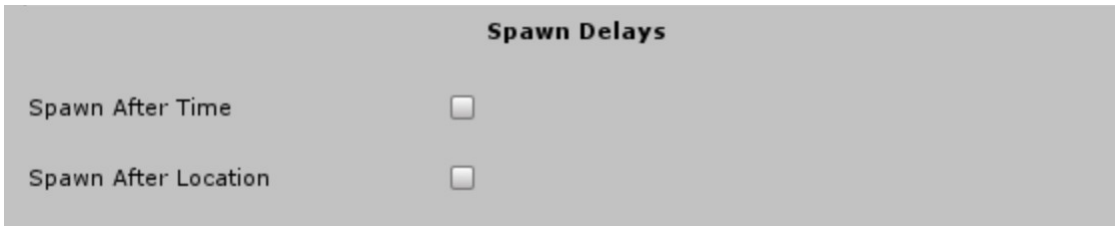


In this section we select the **Number of Objects** we wish to spawn and then drag and drop our prefab/GameObject into the **Object 1 – Object 10** fields. If more object's are needed or more customization per object you may add an additional SpawnMega component to the GameObject.

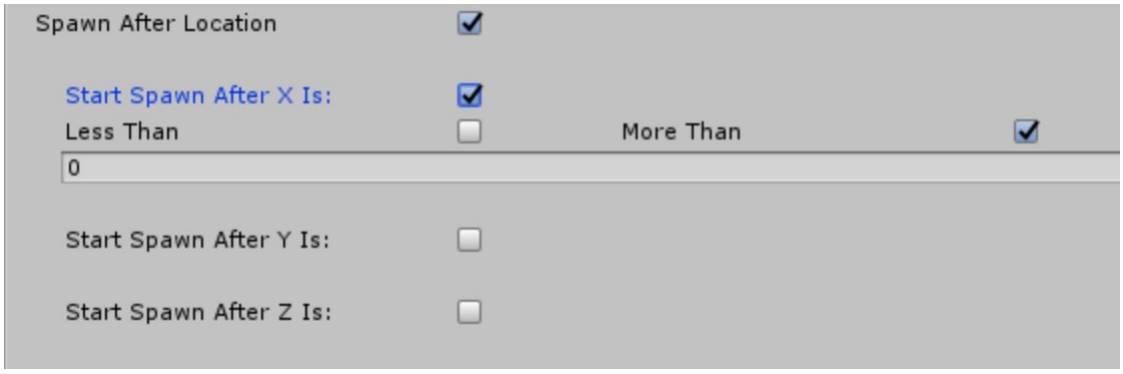


Spawn Only Once is used if you wish to spawn a random object from your list only one time. This will also disable the Random Time Between Spawns and Time Between Spawns field as it would no longer be needed.
Time Between Spawns is used as a spawn cooldown between waves.
Random Time Between Spawns is used if you want your **Time Between Spawns** to be random between two numbers **Minimum Time Between Spawns** and **Maximum Time Between Spawns** as seen below.

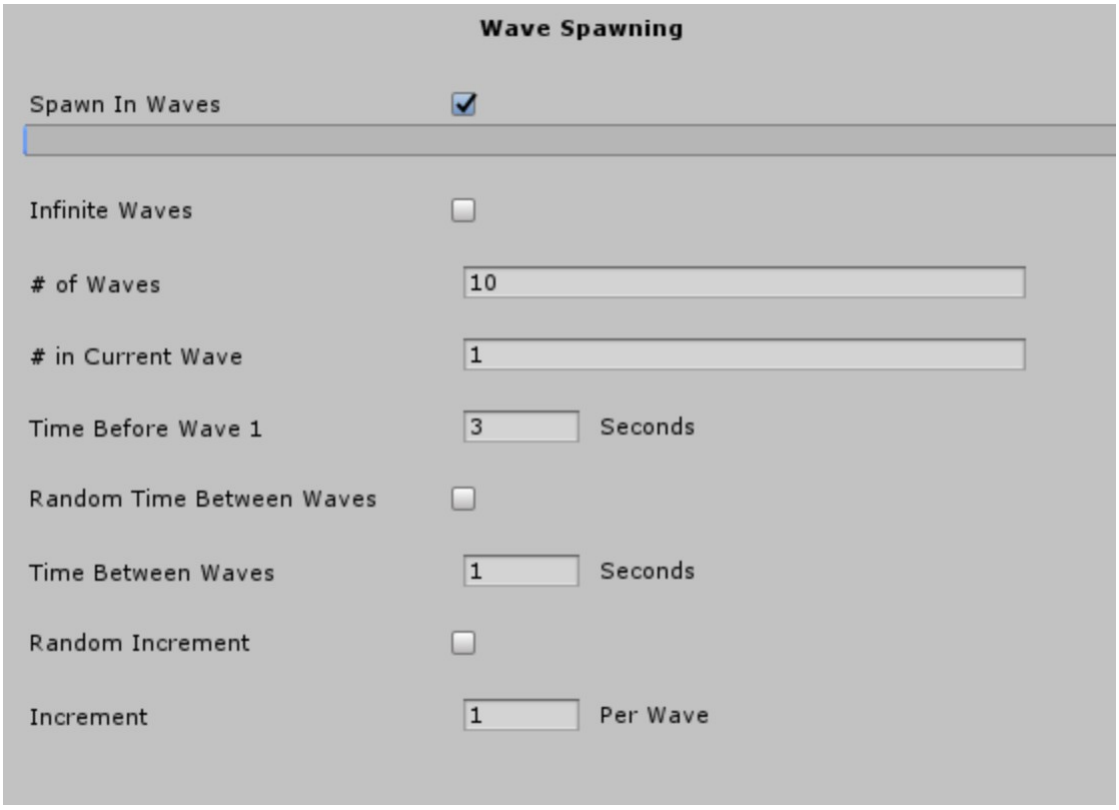




Spawn After Time is a simple spawn delay between when the game starts and when the first wave is spawned.
Spawn After Location this allows you to not start spawning until the player has reached a specific X,Y or Z location.

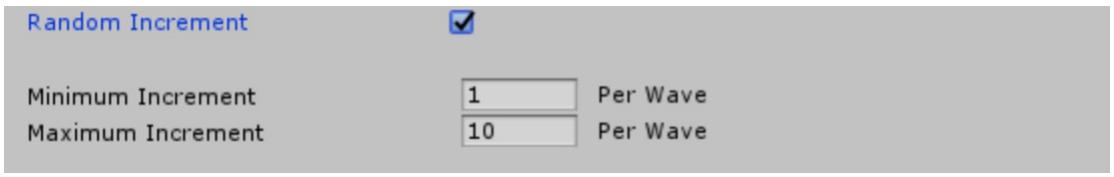


As seen above if **Spawn After Location** is checked you will then have the options to **Start Spawn After X Is: Less Than** or **More Than** a specific X coordinate. This is the same with **Start Spawn After Y Is** and **Start Spawn After Z Is**.

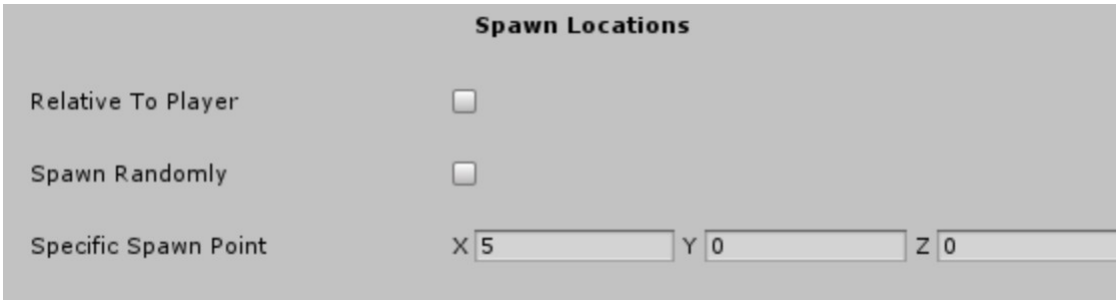


Spawn In Waves this will enable wave spawning.
Infinite Waves this will increase the **# Of Waves** to Float.MaxValue which is the largest float value you can use.
 # Of Waves float field will allow you to manually enter the number of waves you wish to spawn.
 # In Current Wave lets you pick the amount of objects you want to spawn in the first wave and then will increase based on the **Increment**.
Time Before Wave 1 is the delay between when the game starts and the first wave spawn.
Random Time Between Waves this is similar to **Random Time Between Spawns** except using waves instead of individual objects.

Time Between Waves this is the time between each wave unless selected to use **Random Time Between Waves**.



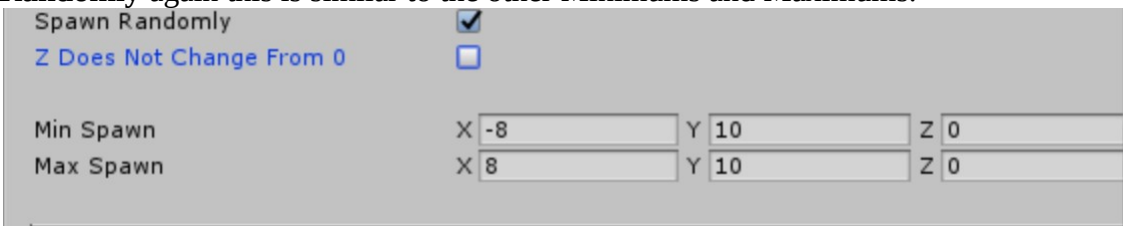
Random Increment allows you to select between a min and a max amount of objects to **Increment** to the next wave.
Increment lets you set a specific amount of objects to increment to the next wave.



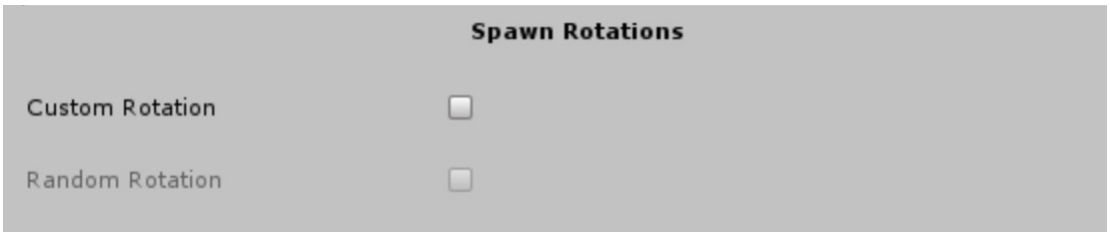
Relative To Player will make spawns relevant to the current position of the player on the X, Y or Z

With this you can make spawns only spawn on the **X Axis**, **Y Axis** or **Z Axis** which is useful say if you do not want to have to spawns change the height in which they spawn at but you want it to follow the player on the **X Axis**.

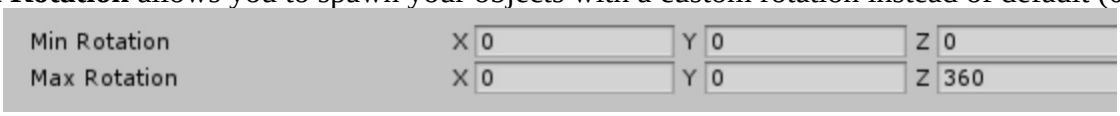
Spawn Randomly again this is similar to the other Minimums and Maximums.



Z Does Not Change From 0 this will change your randomized spawn points from a Vector3 to a Vector2 if you don't need any change from 0 on the Z axis(more for 2D games).
Specific Spawn Point this is a specific spawn point in which you want objects to spawn. Which can still be **Relative To Player**. Say you want your bad guys to spawn in front of the player in the same spot every time.

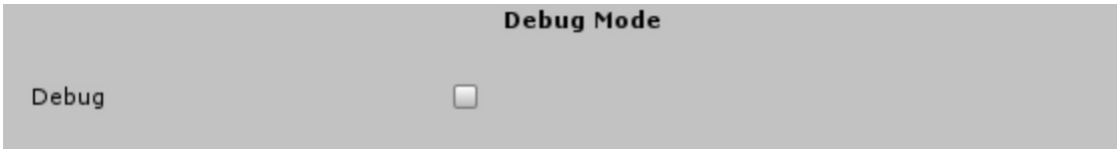


Custom Rotation allows you to spawn your objects with a custom rotation instead of default (0,0,0).

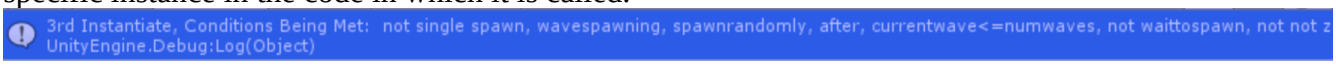


Min Rotation and **Max Rotation** will allow you to set random rotations between each X, Y and Z Axis.

Spawn Rotation is a specific rotation you with your objects to spawn at.



Debug allows you to figure out which conditions are being met to call the specific instance of instantiate. Since it prints in the Console you are able to double click on the Debug Log and open the specific instance in the code in which it is called.



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