SgtFloatingOrbit This component will orbit the attached SgtFloatingPoint around the parent SgtFloatingPoint. **Radius** The radius of the orbit in meters. **Oblateness** How squashed the orbit is. Tilt The local rotation of the orbit in degrees. **Angle** The curent position along the orbit in degrees. **DegreesPerSecond** The orbit speed. **Visual** ∧ Top

The center orbit point. NOTE: This should be null/None if it will be spawned by SgtFloatingSpawnerOrbit.

If you want to display the orbit path, set the visual here. The visual should be in a child GameObject.

ParentPoint