

SgtFloatingObject

This component allows you to turn a normal `GameObject` into one that works with the floating origin system. Keep in mind the `transform.position` will be altered based on camera movement, so certain components may not work correctly without modification. For example, if you make this `GameObject` lerp between two `Vector3` positions, then those positions will be incorrect when the floating origin snaps to a new position. To correctly handle this scenario, you need to hook into the `SgtFloatingCamera.OnPositionChanged` event, and calculate new positions using the `CalculatePosition` method from the passed `SgtFloatingCamera` instance.

Point

This allows you to set the position of this object inside the floating origin system. NOTE: If this object is spawned from the `SgtFloatingLod` component, then leave this as `null/None`, because it will automatically be assigned on spawn.

Seed

This allows you to set the random seed used during procedural generation. If this object is spawned from an `SgtFloatingSpawner____` component, then this will automatically be set.

Scale

The `SgtFloatingCamera.Scale` this object belongs to. See the `SgtFloatingCamera` component for more details.

MonitorPosition

If this `transform.position` changes (e.g. rigidbody physics), should the change be applied to the associated `Point`?



OnSpawn

If this object is spawned from an `SgtFloatingSpawner____` component, then this will be called with the new `Seed` value.

OnDistance

This will be called every `Update` the object is active and enabled.