SgtBelt

This base class contains the functionality to render an asteroid belt.

HeightTex

The height texture of this belt.

OrbitOffset

The amount of seconds this belt has been animating for.

OrbitSpeed

The animation speed of this belt.

Lit

If you enable this then nearby SgtLight and SgtShadow casters will be found and applied to the lighting calculations.

LightingTex

The look up table associating light angle with surface color. The left side is used on the dark side, the middle is used on the horizon, and the right side is used on the light side.