

SgtLightning

This component handles rendering of lightning spawned from the SgtLightningSpawner component.

LightningSpawner

The lightning spawner this belongs to. If this is null then this GameObject will automatically be destroyed.

Age

The maximum amount of seconds this lightning has been active for.

Life

The maximum amount of seconds this lightning can be active for.

1. [SgtLightning](#)
1. [LightningSpawner](#)

2. [Age](#)

3. [Life](#)