

# SgtDebrisSpawner

This component allows you to randomly spawn debris around the camera over time.

## Target

If this transform is inside the radius then debris will begin spawning.

## ShowSpeed

How quickly the debris shows after it spawns.

## ShowDistance

The distance from the follower that debris begins spawning.

## HideDistance

The distance from the follower that debris gets hidden.

## SpawnOnAwake

Should all the debris be automatically spawned at the start?

## SpawnLimit

The maximum amount of debris that can be spawned.

## SpawnRateMin

The minimum amount of seconds between debris spawns.

## SpawnRateMax

The maximum amount of seconds between debris spawns.

## SpawnScaleMin

The minimum scale multiplier applied to spawned debris.

## SpawnScaleMax

The maximum scale multiplier applied to spawned debris.

## Prefabs

These prefabs are randomly picked from when spawning new debris.

## Shapes

These shapes define where the debris can spawn, if this is empty then they will spawn everywhere.

1. SgtDebrisSpawner

1. Target

2. ShowSpeed

3. ShowDistance

4. HideDistance

5. SpawnOnAwake

6. SpawnLimit

7. SpawnRateMin

8. SpawnRateMax

9. SpawnScaleMin

10. SpawnScaleMax

11. Prefabs

12. Shapes