

SgtTerrainSpawner

This component allows you to spawn SgtTerrainObject prefabs on the surface of the terrain.

Depth

The patch depth required for these objects to spawn.

Seed

This allows you to set the random seed used during procedural generation.

SpawnProbability

This decides how many prefabs get spawned based on a random 0..1 sample on the x axis.

SpawnCountMax

The maximum amount of objects that can spawn on each level if all probability checks hit.

HeightMin

The minimum terrain height required for these prefabs to spawn.

HeightMax

The maximum terrain height required for these prefabs to spawn.

Prefabs

The prefabs we want to spawn on the terrain patch.

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