SgtSpacetime

This component allows you to render a grid that can be deformed by SgtSpacetimeWell components.

Color

The base color will be multiplied by this.

Brightness

The Color.rgb values are multiplied by this, allowing you to quickly adjust the overall brightness.

RenderQueue

This allows you to adjust the render queue of the spacetime material. You can normally adjust the render queue in the material settings, but since this material is procedurally generated your changes will be lost.

MainTex

The main texture applied to the spacetime.

Tile

How many times should the spacetime texture be tiled?

AmbientColor

The ambient color.

AmbientBrightness

The ambient brightness.

DisplacementColor

The displacement color.

DisplacementBrightness

The displacement brightness.

HighlightColor

The color of the highlight.

HighlightBrightness

The brightness of the highlight.

HighlightScale

The scale of the highlight.

HighlightPower

The sharpness of the highlight.

Displacement

How should the vertices in the spacetime get displaced when a well is nearby?

Accumulate

Should the displacement effect additively stack if wells overlap?

Power

The pinch power.

Offset

The offset direction/vector for vertices within range of a well.

RequireSameLayer

Filter all the wells to require the same layer at this GameObject.

RequireSameTag

Filter all the wells to require the same tag at this GameObject.

RequireNameContains

Filter all the wells to require a name that contains this.

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