

SgtStarfieldSpiral

This component allows you to generate a starfield in a spiral pattern.

Seed

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

Radius

The radius of the starfield.

ArmCount

The amount of spiral arms.

Twist

The amound each arm twists.

ThicknessInner

This allows you to set the thickness of the star distribution at the center of the spiral.

ThicknessOuter

This allows you to set the thickness of the star distribution at the edge of the spiral.

ThicknessPower

This allows you to push stars away from the spiral, giving you a smoother distribution.

StarCount

The amount of stars that will be generated in the starfield.

StarColors

Each star is given a random color from this gradient.

StarRadiusMin

The minimum radius of stars in the starfield.

StarRadiusMax

The maximum radius of stars in the starfield.

StarRadiusBias

How likely the size picking will pick smaller stars over larger ones (1 = default/linear).

StarPulseMax

The maximum amount a star's size can pulse over time. A value of 1 means the star can potentially pulse between its maximum size, and 0.

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