

SgtAccretionMesh

This component allows you to generate the SgtAccretion.Mesh field.

Segments

The amount of segments the final disc will be comprised of.

SegmentDetail

The amount of triangle edges along the inner and outer edges of each segment.

RadiusMin

The radius of the inner edge in local space.

RadiusMax

The radius of the outer edge in local space.

RadiusDetail

The amount of edge loops around the generated disc. If you have a very large ring then you can end up with very skinny triangles, so increasing this can give them a better shape.

BoundsShift

The amount the mesh bounds should get pushed out by in local space. This should be used with 8+ Segments.

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