# SgtDebrisGrid

This component allows you to spawn debris prefabs around a target point (e.g. camera), where each debris object must lie inside a grid square, allowing you to evenly distribute debris over the scene.

## Target

The transform the debris will spawn around (e.g. MainCamera).

## SpawnInside

The shapes the debris will spawn inside.

## ShowDistance

The distance from the target that debris begins spawning.

## HideDistance

The distance from the target that debris gets hidden.

## CellSize

The size of each cell in world space.

## CellNoise

How far from the center of each cell the debris can be spawned. This should be decreased to stop debris intersecting.

## DebrisCountTarget

The maximum expected amount of debris based on the cell size settings.

## ScaleMin

The minimum scale multiplier of the debris.

## ScaleMax

The maximum scale multiplier of the debris.

## ScaleBias

If this is above 0 then small debis are more likely to spawn. If this value is below 0 then big debris are more likely to spawn.

## RandomRotation

Should the debris be given a random rotation, or inherit from the prefab that spawned it?

## Seed

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

## Prefabs

These prefabs are randomly picked from when spawning new debris.

Top

Top