

SgtProceduralSpriteRenderer

This component allows you to procedurally generate the `SpriteRenderer.color` setting.

Colors

A color will be randomly picked from this gradient.

UseFloatingObject

If you enable this then the procedural generation to be based on the `SgtFloatingObject.Seed`.

1. [SgtProceduralSpriteRenderer](#)

1. [Colors](#)

2. [UseFloatingObject](#)