

# SgtTerrainObject

This component can be added to prefabs to make them spawnable with the SgtTerrainSpawner.

## OnSpawn

Called when this object is spawned (if pooling is enabled).

## OnDespawn

Called when this object is despawned (if pooling is enabled).

## Pool

Can this object be pooled?

## ScaleMin

The minimum scale this prefab is multiplied by when spawned.

## ScaleMax

The maximum scale this prefab is multiplied by when spawned.

## AlignToNormal

How far from the center the height samples are taken to align to the surface normal in world coordinates (0 = no alignment).

## Prefab

The prefab this was instantiated from.

### 1. [SgtTerrainObject](#)

- 1. [OnSpawn](#)
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