SgtStarfieldInfinite

This component allows you to render a starfield that repeats forever.

Softness

Should the stars fade out if they're intersecting solid geometry?

TetherPoint

If you're using the floating origin system then set the floating point this starfield uses.

TetherScale

This allows you to set the SgtFloatingCamera.Scale that this starfield is being rendered with.

Far

Should the stars fade out when the camera gets too far away?

FarTex

The lookup table used to calculate the fading amount based on the distance.

FarRadius

The radius of the fading effect in world coordinates.

FarThickness

The thickness of the fading effect in world coordinates.

Seed

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

Size

The size of the starfield in local space.

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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