

SgtLightningSpawner

This component allows you to spawn animated lightning sprites around a planet.

DelayMin

The minimum delay between lightning spawns.

DelayMax

The maximum delay between lightning spawns.

LifeMin

The minimum life of each spawned lightning.

LifeMax

The maximum life of each spawned lightning.

Radius

The radius of the spawned lightning mesh in local coordinates.

Size

The size of the lightning in degrees.

Detail

The amount of rows and columns in the lightning mesh.

Colors

When lightning is spawned, its base color will be randomly picked from this gradient.

Brightness

The lightning color.rgb values are multiplied by this, allowing you to quickly adjust the overall brightness.

Sprites

The random sprite used by the lightning.

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