

# SgtBeltSimple

This component allows you to generate an asteroid belt with a simple exponential distribution.

## Seed

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

## Thickness

The thickness of the belt in local coordinates.

## ThicknessBias

The higher this value, the less large asteroids will be generated.

## InnerRadius

The radius of the inner edge of the belt in local coordinates.

## InnerSpeed

The speed of asteroids orbiting on the inner edge of the belt in radians.

## OuterRadius

The radius of the outer edge of the belt in local coordinates.

## OuterSpeed

The speed of asteroids orbiting on the outer edge of the belt in radians.

## AsteroidCount

The amount of asteroids generated in the belt.

## AsteroidSpin

The maximum amount of angular velcoity each asteroid has.

## AsteroidRadiusMin

The minimum asteroid radius in local coordinates.

## AsteroidRadiusMax

The maximum asteroid radius in local coordinates.

## AsteroidRadiusBias

How likely the size picking will pick smaller asteroids over larger ones (1 = default/linear).

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