

# SgtStarfieldElliptical

This component allows you to render a starfield with a distribution like an elliptical galaxy.

## Seed

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

## Radius

The radius of the starfield.

## Symmetry

Should more stars be placed near the horizon?

## Offset

How far from the center the distribution begins.

## Bias

Invert the distribution?

## 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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