

# Terrain Spawner

This component allows you to spawn prefabs on the surface of an **SgtTerrain** as you approach it.

## Depth

This allows you to set the SgtTerrainLevel index (LOD level) required to spawn these prefabs on.

## Seed

The procedural seed used when spawning the terrain objects.

## Spawn Probability

This allows you to set the probability that a prefab will be spawned on the specified quad.

## Spawn Count Max

This allows you to set the maximum amount of objects that can spawn on the terrain mesh if all spawn probabilities hit.

## Height Min

This allows you to set the minimum terrain height required for a prefab to spawn.

## Height Max

This allows you to set the maximum terrain height required for a prefab to spawn.

## Prefabs

This allows you to set which **SgtTerrainObject** prefabs can be spawned from this component.