Custom Starfield

This component allows you to create a custom starfield, giving you full control over each star's settings.

NOTE: Read the **Point Starfield** documentation for information on the shared fields.

Stars

Variant

This allows you to set the star variant index. The variants are defined by the Layout of the Main Tex. For example, a grid of 2x2 stars means there are 4 variants, from index 0 to 3.

Color

This allows you to set the color tint of the star.

Radius

This allows you to set the radius of the star.

Angle

This allows you to set the angle of the star.

Position

This allows you to set the position of the sprite.

Pulse Speed

This allows you to set how quickly this star can pulse.

Pulse Range

This allows you to set how much this star can pulse. A value of 0 means no pulsing and it will always remain at its normal radius. A value of 1 means it can pulse between its normal radius and 0.

Pulse Offset

This allows you to set the timing offset of the pulsing. This prevents all the stars beginning their pulse at the exact same time.