Terrain Object

This component can be added to any prefab to make it compatible with the SgtTerrainSpawner component. This allows it to be procedurally spawned on terrains as the camera approaches the surface, and will be consistently re-spawned in the same position when leaving the area and returning later. To speed things up this component also allows pooling, but you must manually set this up with any complex components your terrain objects have.

Pool

If you enable this then copies of this terrain object won't be Instaniated and Destroyed, they will instead be Instantiated and Despawned, later to be Spawned again.

For simple terrain objects this is as simple as ticking the checkbox, but for complex onesyou need to hook into the spawn and despawn system. To do that you can use the SgtTerrainObject.OnSpawn and OnDespawn events.

Scale Min/Max

This allows you to set the minimum and maximum scale of the spawned terrain objects.

NOTE: This scale is relative to the prefab, so if your prefab has a scale of 5,5,5, then a Scale Min/Max of 1-2 means the terrain objects can be spawned with a scale between 5,5,5 and 10,10,10.

Align To Normal

By default (0), spawned terrain objects will point away from the center of the planet. However, if you want them to align to the slope of the terrain they spawn on, you can set this value.

The slope is calculated using 3 height samples. The first is underneath the object, and second two are in front and to the right of the object. The 'Align To Normal' value allows you to set how far away these last two samples are taken from, and can be thought of as how smooth the normal sampling is.

Keep in mind the distance is relative to the radius of the SgtTerrain. So if your terrain has a radius of 10, and your terrain objects are very small, then you will likely want to use a small value like 0.001.

Prefab

This tells you the prefab that the spawned terrain object was created from. This is used by the pooling system.

X/Y

This tells you the position of the spawned terrain object on the current terrain face (cube face) relative to the current LOD level.