

# Sequencer / SequenceSpawner

Namespace **Playniax.Sequencer**

Inherits from **SequenceBase**

Script can be found in **Assets/Playniax/Framework/Sequencer/Scripts (MonoBehaviour)/SequenceSpawner.cs**

Public fields	Description
<code>GameObject[] prefabs</code>	Prefabs to use.
<code>StartPosition startPosition = StartPosition.Random</code>	Startposition.
<code>int counter = 1</code>	Number of objects to spawn.
<code>float timer</code>	Timer.
<code>float interval = 1</code>	Interval.