

Debris Spawner

This component handles spawning of SgtDebris prefabs, allowing you to create infinite asteroid fields.

Follower

The object (e.g. Camera) that debris will spawn around.

Show Speed

This allows you to set how quickly newly spawned debris will appear.

Show Distance

This allows you to set the distance from the Follower that debris will achieve maximum size.

Hide Distance

This allows you to set the distance from the Follower that debris will achieve minimum size and eventually despawn.

Spawn Limit

This allows you to set the maximum amount of debris that can be automatically spawned.

Spawn Rate Min/Max

This allows you to set the delay between new debris spawned, as long as the Spawn Limit hasn't been met.

Spawn Scale Min/Max

This allows you to set the target scale of newly spawned debris (this is multiplied by the prefab scale).

Spawn On Awake

This allows you to automatically fill the debris spawner with debris in awake.

Prefabs

This allows you to set the debris prefabs that can be spawned.

Locations

This allows you to set the locations (e.g. SgtSphere) where the Follower must be inside before debris can be spawned.

[CONTEXT] Clear Debris

This allows you to despawn all debris created by this debris spawner.

[CONTEXT] Spawn Debris Inside

This will instantly spawn a debris inside the Follower's Hide Distance regardless of the Spawn Limit.

[CONTEXT] Spawn All Debris Inside

This will instantly spawn all debris inside the Follower's Hide Distance up to the Spawn Limit. This works the same as Spawn On Awake.