Belt

This component handles the rendering of an animated billboard asteroid belt.

Lights

If you want a light to shine on this then add it here.

NOTE: If this list has a length of zero, then it will be rendered with full brightness.
NOTE: If this list has a length of more than zero, then it will be rendered with ambient lighting.
NOTE: Only the first two active lights will be used.

Shadows

If you want a shadow to cast on this then add it here.

NOTE: Only the first two active shadows will be used.

Color

This allows you to set the final color tint.

Brightness

This allows you to set the final color brightness. This is useful in combination with HDR.

Render Queue

This allows you to set which render queue group the belt will be placed in. By default this is set to Geometry, but you can also use Background if you want the belt to render before other transparent objects.

Render Queue Offset

This allows you to tweak the render queue position. For example, the Geometry render queue is 2000, so an offset of 5 will set the render queue to 2005.

Age

This allows you to set the current time of the asteroid orbiting.

Time Scale

This allows you to set how fast the asteroids orbit.

Main Tex

This allows you to set the texture applied to all stars in the starfield. This can be a texture of a single star, or multiple stars.

Height Tex

This allows you to set the height texture applied to all stars in the starfield. This can be a texture of a single star, or multiple stars.

NOTE: The height is read from the alpha channel only, this allows you to use the Alpha 8 format to save space.

Layout

This allows you to set the type of layout you want to use for the Main Tex.

Grid

This layout means each star in the Main Tex is laid out in a grid. For example, if you have 256x256 texture with a grid of 2x2 stars, each one is 128x128 pixels.

Layout Columns

The amount of star columns in the Main Tex.

Layout Rows

The amount of star rows in the Main Tex.

Custom

This allows you to manually set the rectangles defining the stars within your Main Tex.

Rects

Each rect defines one star variant.

[CONTEXT] Update Material

This option will force the belt material and its settings to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Update Meshes and Models

This option will force the belt meshes and models to be updated.

NOTE: This should automatically get called when modifying values in the inspector.

[CONTEXT] Make Editable Copy

This option will create a new a new belt using the **Custom Belt** component, and fill it with all the asteroids generated in this component, but in a manually editable format.