Wrapped Starfield

This component allows you to create a wrapped starfield. These are useful for creating infinitely repeating starfields.

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

Seed

This allows you to set the random seed used when generating asteroids.

Size

This allows you to set the size of the starfield.

Wrap 3D

This allows you to force the starfield to wrap in 3D. If you leave this unchecked then it will only wrap on the X and Z axis, useful for top down games.

Star Count

This allows you to set the amount of stars generated.

Star Radius Min

This allows you to set the minimum radius of generated stars.

Star Radius Max

This allows you to set the maximum radius of generated stars.

Star Pulse Max

This allows you to set the maximum scale each star can pulse by. A value of 0 means it cannot pulse, and 1 means it can pulse between 0 and its full size.