

# Box Starfield

This component allows you to create a box or cube shaped starfield.

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

## Seed

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

## Extents

This allows you to set the size of the starfield.

## Offset

This allows you to push stars toward the edge of the starfield.

## 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.