

# Advanced Belt

This component allows you to create a more advanced asteroid belt.

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

## Seed

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

## Distance Distribution

This allows you to set distance from the center an asteroid will be placed based on a random [0..1] sample.

## Height Distribution

This allows you to set Height from the orbital plane an asteroid will be placed based on a random [0..1] sample.

## Speed Distribution

This allows you to set orbit speed of an asteroid based on its randomly [0..1] sampled distance.

## Speed Noise Distribution

This allows you to offset an asteroid's orbit speed by a random amount based on its randomly [0..1] sampled distance.

## Radius Distribution

This allows you to set radius of an asteroid based on a random [0..1] sample.

## Asteroid Count

This allows you to set the amount of asteroids that will be generated in this belt.

## Asteroid Variants

This list stores all the different types of asteroids you want to spawn in the belt.

## Main Tex

This allows you to set the asteroid sprite texture.

## Height Tex

This allows you to set the height sprite texture.

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