

# The Simple Orbit Component

This component allows you to create simple orbital systems.

Note: This component will modify your GameObject's local position, so to orbit around something else (e.g. an orbiting moon around an orbiting planet) you must attach your GameObject as a child of another.

## Orbit

If you tick this then your GameObject will follow begin following a simple orbit path.

### Period

This allows you to set the time it takes for your GameObject to complete a full orbit (e.g. a value of 5.0 means your GameObject will complete an orbit in five seconds).

### Distance

This allows you to set the maximum distance of your GameObject's orbit relative to its parent.

### Oblateness

This allows you to change between a spherical and an elliptical orbit.

### Angle

This allows you to change the current orbit angle (in radians).

## Rotation

If you tick this then your GameObject will rotate around its axis.

### Period

This allows you to set the time it takes for your GameObject to complete a full rotation (e.g. a value of 0.25 means your GameObject will complete four rotations a second).

### Axis

This allows you to change the axis of rotation. By default it rotates around the Y axis (0, 1, 0).