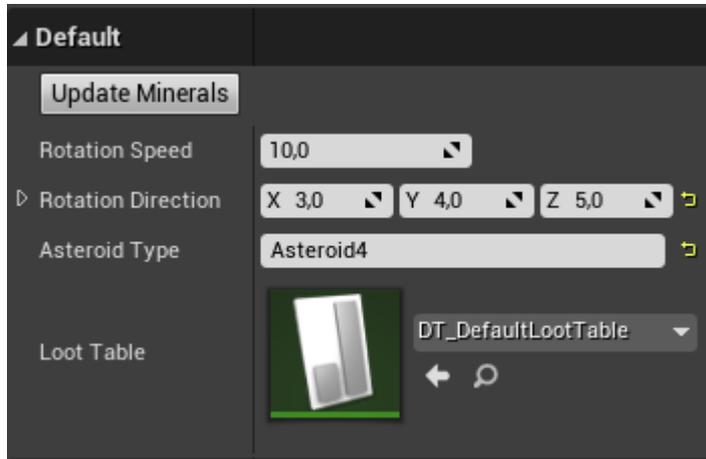# How to generate minerals on asteroids

Last update: 21-05-2022

Drag in the BP_Asteroid in the scene. You will see these settings:

You can change the type from data table DT_Asteroids and fill int the Row Name.

Step by step:

1. Change Asteroid Type.
2. Assign a so-called Loot Table.
3. Selected all the asteroids and press the button Update Minerals.
4. Press the button Update Minerals on asteroids if not satisfied with the placement.
5. Make sure to save the scene.

Here is the data table DT_DefaultLootTable. You can make more of these.

	Row Name	Weight
1	CoalOutcropSmall	4.000000
2	CopperOutcropSmall	3.000000
3	IronOutcropSmall	2.000000
4	IronOutcropMedium	2.000000
5	CrystalOutcropSmall	1.000000

In DT_Asteroids you set a min and max from the amount of minerals.

	Row Name	StaticMesh	AmountOfMineralsMin	AmountOfMineralsMax
1	Asteroid1	StaticMesh'/Game/Meshes/SM_Asteroid1.SM_Asteroid1'	3	3
2	Asteroid2	StaticMesh'/Game/Meshes/SM_Asteroid2.SM_Asteroid2'	4	4
3	Asteroid3	StaticMesh'/Game/Meshes/SM_Asteroid3.SM_Asteroid3'	2	4
4	Asteroid4	StaticMesh'/Game/Meshes/SM_Asteroid4.SM_Asteroid4'	10	10
5	Asteroid5	StaticMesh'/Game/Meshes/SM_Asteroid5.SM_Asteroid5'	0	0
6	Asteroid6	StaticMesh'/Game/Meshes/SM_Asteroid6Oxygen.SM_Asteroid6Oxygen'	0	0