

## DEBUG TAB (VEGETATION SYSTEM PRO)

This page is part of the documentation for the **VegetationSystemPro** Component.



### Debug settings

### Prefab tools

## DEBUG SETTINGS

These settings will, when enabled, draw vegetation cells and billboard cells in the sceneview. This can be useful for debugging to see that the cells are created and follow the terrain heights.



## PREFAB TOOLS

Refresh all prefabs will load the prefab of each vegetation item again. It will detect the shader used and add the shader controller and UI settings if available. This will reset any shader specific settings exposed by the shader controller.

