


## ENVIRONMENT TAB (VEGETATION SYSTEM PRO)

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

The environment tab allows you to adjust settings that relate to the environment, wind, snow, rain etc.

Vegetation System Pro (Script)



Refresh vegetation

Settings	Cameras	Terrains
Vegetation	Biomes	Edit Biomes
Environment	Render	Texture Masks
Debug		

*Snow*

Snow amount 0

Snow minimum height 0

! Snow minimum height is relative to sea level.

*Billboard*

Billboard snow color

Snow brightness 1

Snow blend factor 2.75

*Rain*

Rain amount 0

*Wind*

Wind Zone WindZone (Wind Zone)

Wind speed factor 1

*CTI Wind Settings*


Wind Speed 1

*HD Wind Settings*

Base Wind Speed (km/h) 45

Turbulence 0.4


*3D Noise*

 Select

Flex Noise World Size 150

Shiver Noise World Size 60

*Gust Noise*

 Select


Gust World Size 600

Gust Speed 20

Gust Scale 0.35

*Fantasy Adventure Environment Wind Settings*

*Windvectors*

 Select

Base Wind Speed 0.33

Wind Strength 1

Wind Amplitude 14


Trunk Wind Speed 10

Trunk Wind Weight 4

Trunk Wind Swinging 0.5

*Vegetation Studio Grass Wind Settings*

*Wind Waves*

 Select

Wind Wave Size 10

Wind Speed 1

**Snow**

**Rain**

**Wind**

**CTI Wind**

**Fantasy Adventure Environment Wind**

**Vegetation Studio Grass Wind**

## SNOW

Snow settings are a way to have global setting for snow. Shaders that have support for dynamic snow can now create a ShaderController class for the shaders. These classes will get a call when a environment setting changes allowing the class to modify the material of the vegetation.

This way the developers can manage their own settings for the custom shader and the user has only one place to adjust.



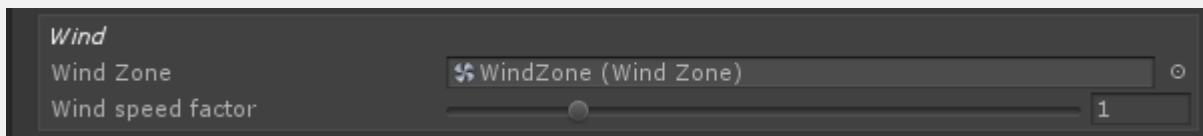
Billboard snow is a dynamic snow feature on the vegetation studio billboards. This can be enabled for shaders that supports it in the shader controller.

## RAIN

As with snow this rain setting is passed to the shader controller and 3rd party shaders that support wetness can implement this and adjust the material.

## WIND

Vegetation Studio Pro has support for 3rd party wind controllers. This is a system where the developer can implement an interface and the wind controller class is found by reflection. This way the shader controller will get access to a wind zone and the global wind speed factor.

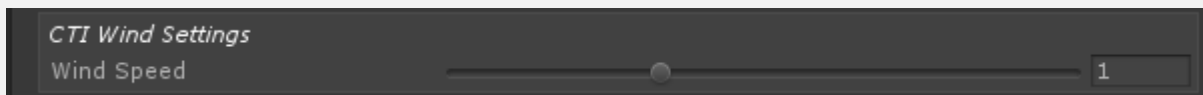


## INCLUDED WIND CONTROLLERS

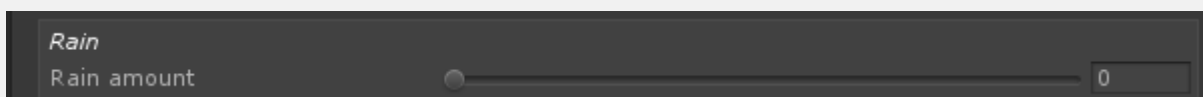
There are a few included wind controllers for 3rd party shaders.

They all have different settings based on the capabilities of the shader.

### CTI-WIND



### FANTASY ADVENTURE ENVIRONMENT WIND



*Fantasy Adventure Environment Wind Settings*  
*Windvectors*



Base Wind Speed  0.33

Wind Strength  1

Wind Amplitude  14


Trunk Wind Speed  10

Trunk Wind Weight  4

Trunk Wind Swinging  0.5

## VEGETATION STUDIO GRASS WIND

*Vegetation Studio Grass Wind Settings*  
*Wind Waves*



Wind Wave Size  10

Wind Speed  1