

## VEGETATION SYSTEM - DEBUG TAB

This page is part of the documentation of the **VegetationSystem** Component.



### SETTINGS

#### CACHE INFO

Cache info shows all trees and grass/plants currently spawned in cache. BillboardSystem will in many cases preload all trees on the terrain since billboard range is set large by default.

#### CLEAR CACHE

This will clear the current cache and reload for the visible cells the next frame

#### REFRESH HEIGHTMAP

This will reload the heightmap from the terrain, clear cache and refresh the vegetation.

