


VEGETATION SYSTEM - TERRAIN TEXTURES TAB

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


The Vegetation Package is designed to hold a reference to terrain textures. The amount of textures 0,4,8,12 or 16 is set at package creation. One of the benefits is that you can apply a package to a new terrain and have your textures and vegetation applied to it. Also when you switch between packages you will get the correct textures in the terrain.

Vegetation System (Script)



Version: 1.0 RC2



Settings	Vegetation	Editor
Render	Terrain Textures	Masks
Real-time mask	Debug	

 Any texture can be used for automatic splatmap generation or normal painting. Settings in Terrain System Component.

Advanced



Update terrain textures on init

Terrain texture layer 1

Texture	Normal
 <input type="button" value="Select"/>	 <input type="button" value="Select"/>


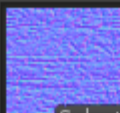
Texture tile size X Y

Terrain texture layer 2

Texture	Normal
 <input type="button" value="Select"/>	 <input type="button" value="Select"/>

Texture tile size X Y

Terrain texture layer 3

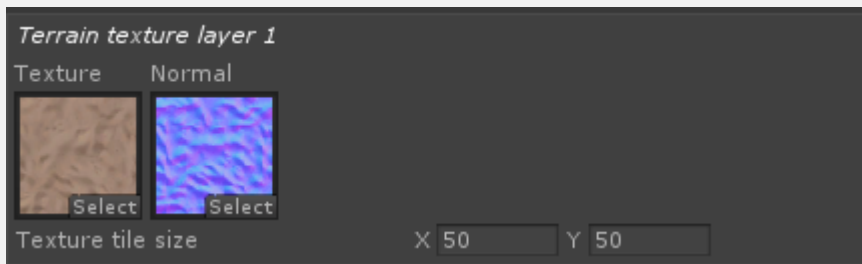
Texture	Normal
 <input type="button" value="Select"/>	 <input type="button" value="Select"/>

Texture tile size X Y

UPDATE TERRAIN TEXTURES ON INIT

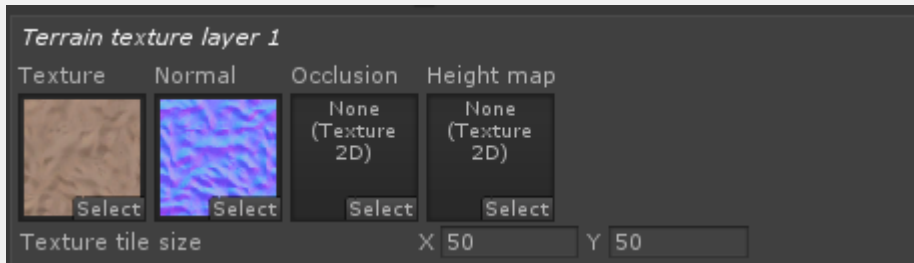
With “Update terrain textures on init” VegetationSystem will check the assigned terrain and update the textures to the textures in the Vegetation Package. This is used to change textures when you switch between packages. Summer, Winter, Desert etc. that do not have the same textures.

NORMAL MODE



In normal mode you have Albedo and Normal textures available. These will be assigned to the Unity Terrain. You can also set texture tile size.

ADVANCED MODE



Advanced mode is for use with plug-ins. It gives you the possibility to assign Ambient Occlusion and heightmap textures also.

These external plugins will get the array of changed textures and can be used to apply this to 3rd party terrain shaders.