

PERSISTENT VEGETATION STORAGE

The persistent vegetation storage component is designed to handle and store persistent vegetation instances for a terrain. It uses a **Persistent Vegetation Storage Package** to store this information. The package is a scriptable object that serializes to the project.

The storage has included painting tools, a bake system that can bake run-time spawned rules to the storage.

In addition to this there is a importer system that imports from the terrain and scene and a API for 3rd party tools to integrate.



Due to the amount of features in this component the documentation is divided on several pages.

Settings Tab

Stored Vegetation Tab

Bake Vegetation Tab

Edit Vegetation Tab

Paint Vegetation Tab
Precision Painting Tab
Import Tab

Custom Importers

The importers are made using an interface. It is possible to create new that register in the UI.

Terrain Tree Importer
Terrain Detail Importer
Scene Vegetation Importer