TERRAINS TAB (VEGETATION SYSTEM PRO)

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

In order to generate, paint and render vegetation Vegetation Studio needs to know what terrains to use. On this tab you can configure areas and add/remove terrains.
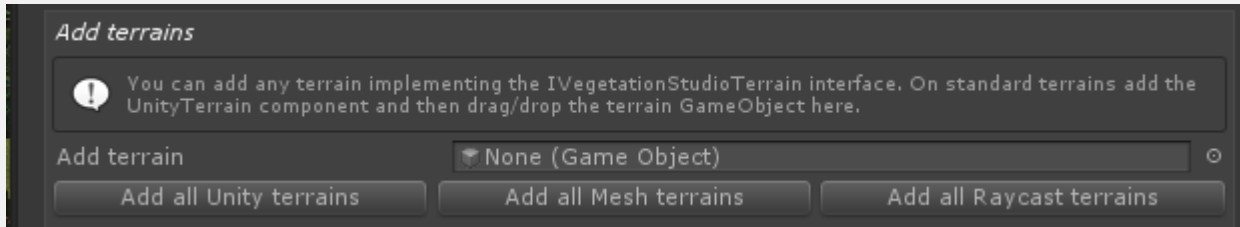

Add terrains
Current terrains
Area

ADD TERRAINS

There are three kinds of terrains that can be added to the VegetationSystemPro Component. **UnityTerrains**, **MeshTerrains** and **RaycastTerrains**. See the documentation for each of these.

ADD ALL UNITY TERRAINS

This will find all standard Unity terrains in the scene, add the UnityTerrain Component to them and then add them to the VegetationSystemPro Component.
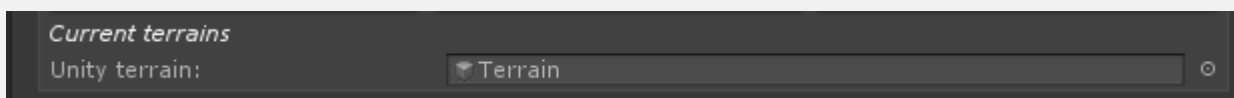
ADD ALL MESH TERRAINS

This will find all pre made MeshTerrain Components in the scene and add them to the VegetationSystemPro Component.
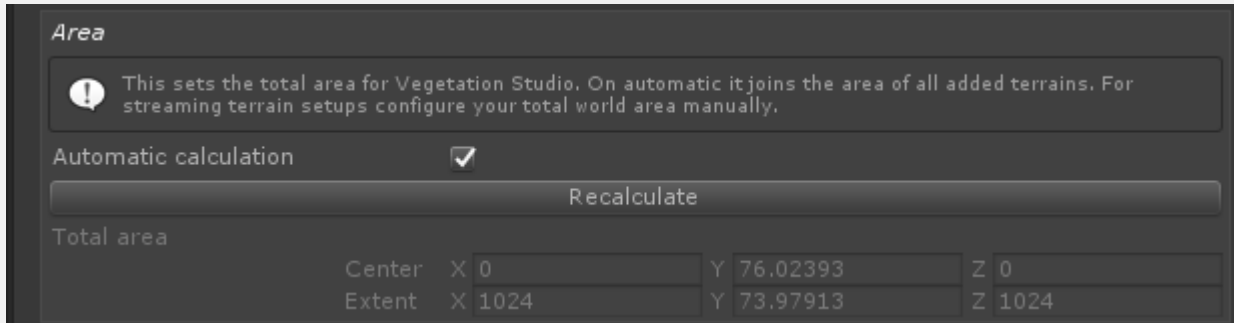
ADD ALL RAYCAST TERRAINS

This will find all pre made RaycastTerrain Components in the scene and add them to the VegetationSystemPro Component.

CURRENT TERRAINS

This is a list of the current terrains added to the VegetationSystemPro Component. Select and press backspace to remove as terrain.

AREA

TOTAL AREA

The total area defines the "world" for the VegetationSystemPro component. Within this area there can be multiple terrains that can have vegetation. The internal cell structure is aligned with this area.

AUTOMATIC CALCULATION

By default automatic calculation is enabled. When you add a terrain the area will recalculate and cover the total area of all added terrains.

RECALCULATE

Press recalculate if you move or resize one of the added terrains in the scene.

RUN-TIME LOADED TERRAINS

If you want to set up Vegetation Studio Pro with multiple terrains that will load run-time you need to disable automatic calculation. You then define an area that covers all the terrains that define your world.

When you start up the cell structure for the entire area is set up. As you create or load terrains run-time the terrain component will auto register itself with the VegetationSystemPro component and refresh the changed area. This way you can have a world of multiple terrains where only parts are loaded at a time.