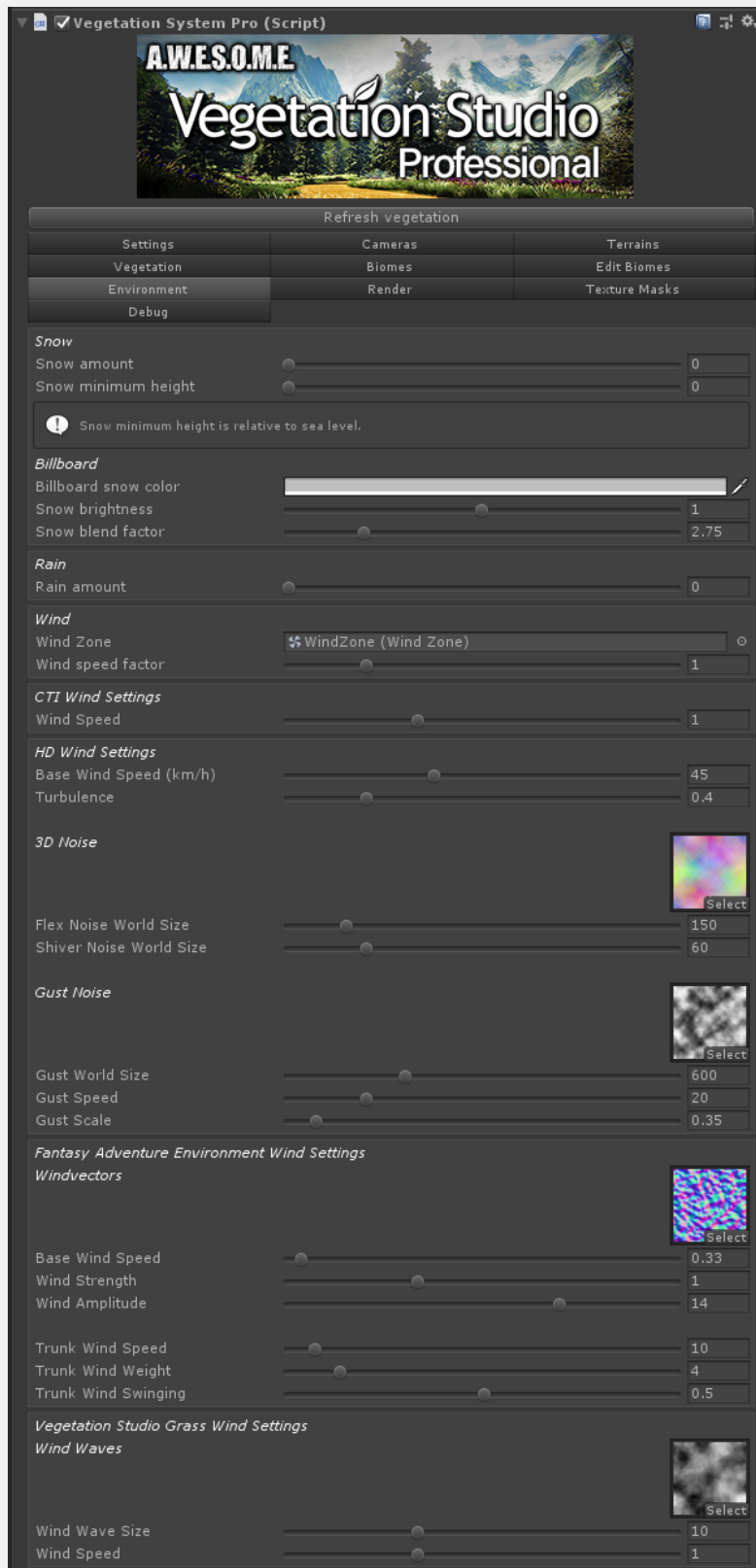


## ENVIRONMENT TAB (VEGETATION SYSTEM PRO)

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.



**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.



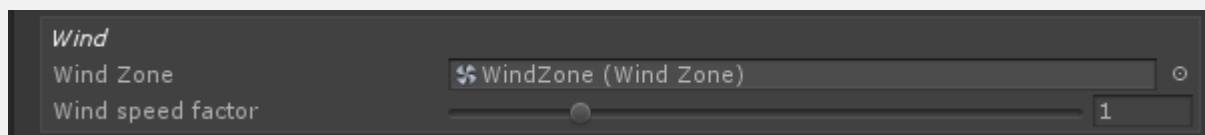
Billboard snow is a dynamic snow feature on the vegetation studio billboards. This can be enabled for shaders that supports it in the shader controller.

## 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.

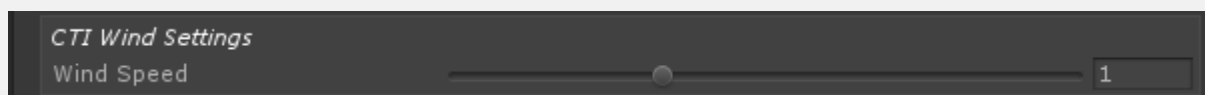


## INCLUDED WIND CONTROLLERS

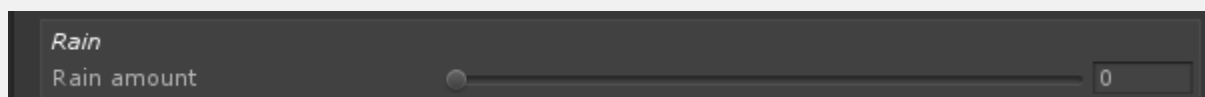
There are a few included wind controllers for 3rd party shaders.

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

### CTI-WIND



## FANTASY ADVENTURE ENVIRONMENT WIND



Fantasy Adventure Environment Wind Settings

Windvectors

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

Vegetation Studio Grass Wind Settings

Wind Waves

Select

Wind Wave Size

10

Wind Speed

1