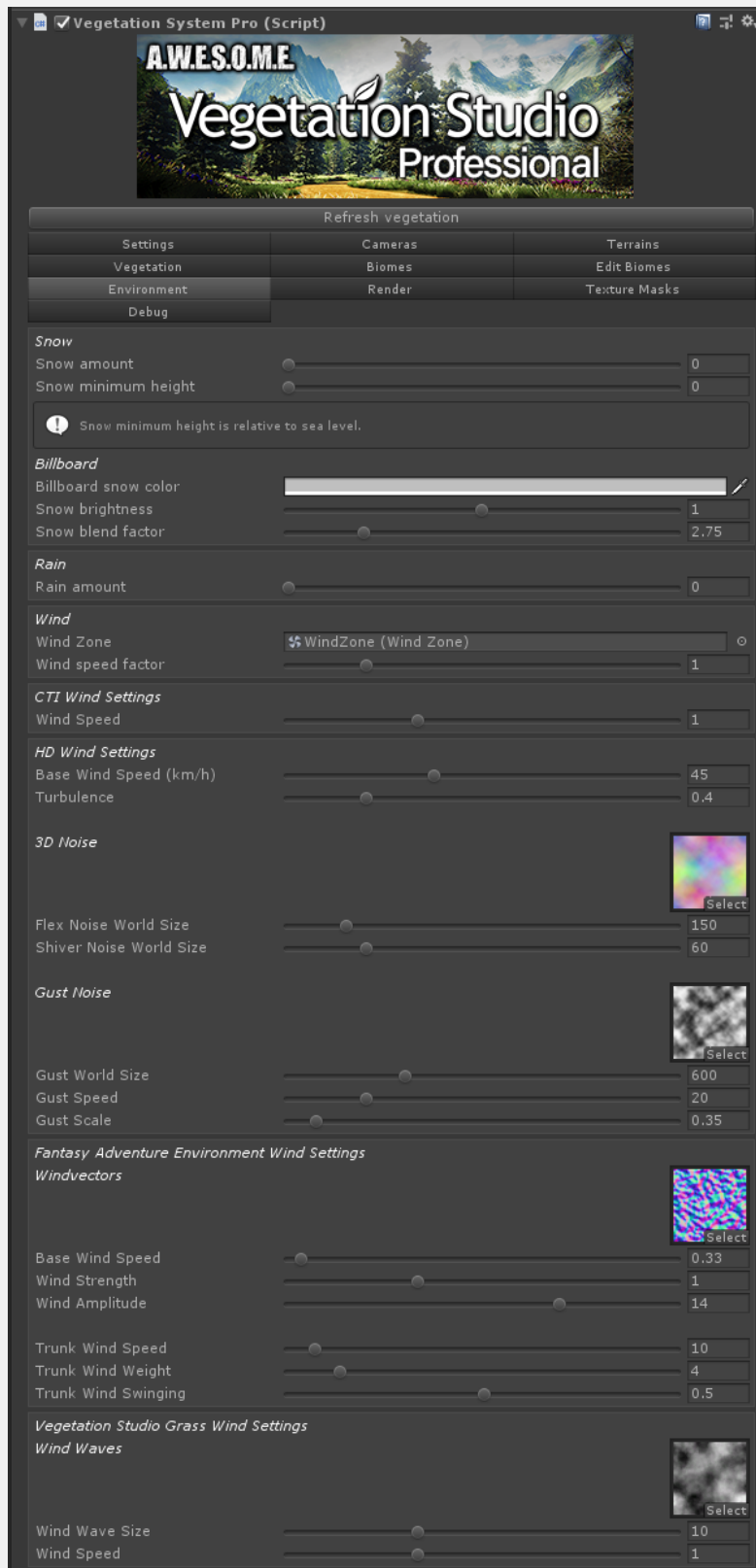# ENVIRONMENT TAB (VEGETATION SYSTEM PRO)

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.

Vegetation System Pro (Script)

A.W.E.S.O.M.E
Vegetation Studio
Professional

Refresh vegetation

Settings	Cameras	Terrains
Vegetation	Biomes	Edit Biomes
Environment	Render	Texture Masks
Debug		

Snow
Snow amount — 0
Snow minimum height — 0

ⓘ Snow minimum height is relative to sea level.

Billboard
Billboard snow color
Snow brightness — 1
Snow blend factor — 2.75

Rain
Rain amount — 0

Wind
Wind Zone — ✿ WindZone (Wind Zone) ⊙
Wind speed factor — 1

CTI Wind Settings
Wind Speed — 1

HD Wind Settings
Base Wind Speed (km/h) — 45
Turbulence — 0.4

3D Noise
Select

Flex Noise World Size — 150
Shiver Noise World Size — 60

Gust Noise
Select

Gust World Size — 600
Gust Speed — 20
Gust Scale — 0.35

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 Settings
Wind Waves
Select

Wind Wave Size — 10
Wind Speed — 1

Snow
Rain
Wind
CTI Wind
Fantasy Adventure Environment Wind
Vegetation Stuido 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.
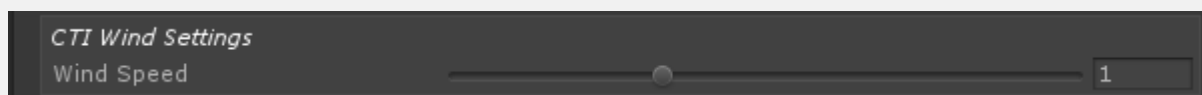
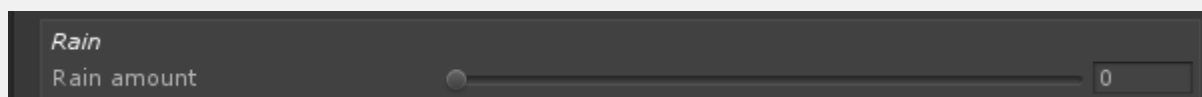| Wind		
Wind Zone	✳ WindZone (Wind Zone)	⊙
Wind speed factor	○———	1
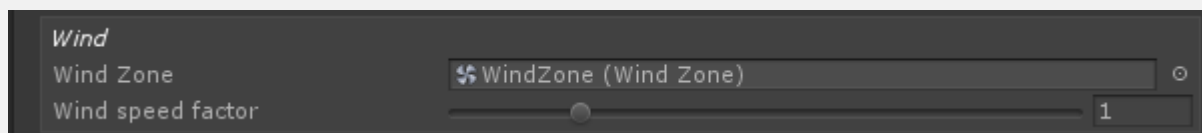
INCLUDED WIND CONTROLLERS

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

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

CTI-WIND

CTI Wind Settings	
Wind Speed	○——— 1

FANTASY ADVENTURE ENVIRONMENT WIND

Rain	
Rain amount	○——— 0

Fantasy Adventure Environment Wind Settings
Windvectors

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

Wind Wave Size	10
Wind Speed	1