

VEGETATION SYSTEM - DEBUG TAB

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



SETTINGS

CACHE INFO

Cache info shows all trees and grass/plants currently spawned in cache. BillboardSystem will in many cases preload all trees on the terrain since billboard range is set large by default.

CLEAR CACHE

This will clear the current cache and reload for the visible cells the next frame

REFRESH HEIGHTMAP

This will reload the heightmap from the terrain, clear cache and refresh the vegetation.

