

# **VEGETATION SYSTEM - EDITOR TAB**

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

Vegetation Syst AWESOME Veget Version: 1.0 RC2	ationS	tudio
Settings	Vegetation	Editor
Render	Terrain Textures	Masks
Real-time mask	Debug	
Disable & enable when Show vegetation cells Show cells loadstate	saving	
() Will show the LOD	loaded in cell, cache state	and not loaded cells

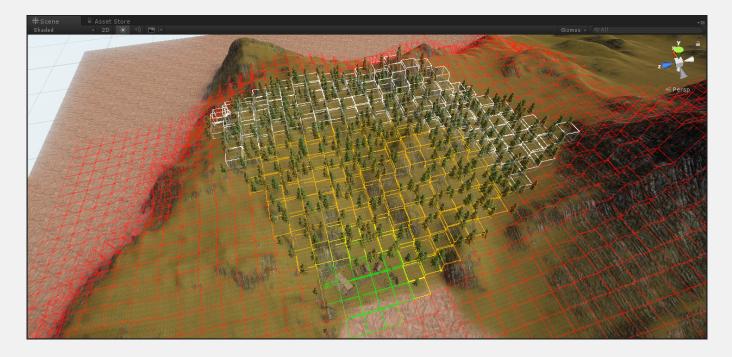
## **EDITOR SETTINGS**

#### **DISABLE VEGETATION IN EDIT MODE**

With "Disable vegetation in edit mode" checked the VegetationSystem Component will not initialize while in editor mode. This can be useful when vegetation setup is complete and you want to save editor resources or with multiple terrains in the same scene, where you only use 1 terrain for configuring.

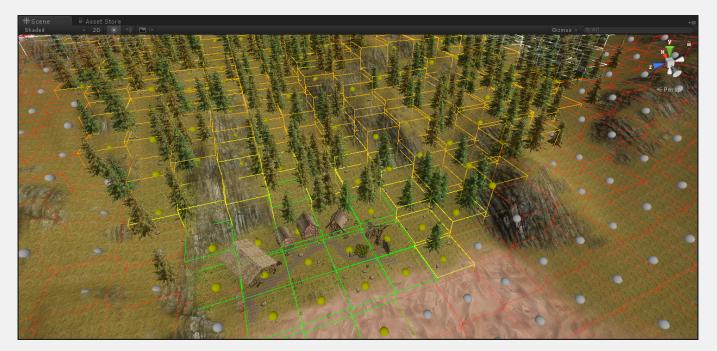
#### SHOW VEGETATION CELLS





In order to handle fast culling and rendering of vegetation, VegetationSystem will split the terrain into cells. These are then culled using the CullingGroups API. Enable this option to see the current visible cells in sceneview. Cells are color coded based on visible LOD, Green, Yellow and Orange for vegetation distance and white for additional tree range.

### SHOW CELLS LOADSTATE





In addition to the current LOD you can also enable loadstate for the cells. A yellow ball is shown for cells already in cache.