

PERSISTENT VEGETATION STORAGE - EDIT VEGETATION

This allows you to manually add, remove and edit any tree, object or large object in the persistent storage.

If you edit a items position, scale or rotation the VegetationSourceID will be set to manual edit.



Add new items with Ctrl-click in the terrain. Remove with Ctrl-Shift-Click



All items within range will get normal unity move, rotate and scale handles. Mode is selected with the normal unity buttons.

