PERSISTENT VEGETATION STORAGE PACKAGE

The persistent vegetation storage package is a scriptable object designed to store vegetation instances for a single terrain. You create the package with right clicking in any project folder. Choose "Create/Awesome Technologies/persistent vegetation/Persistent vegetation storage package". Give the package a the name you want and assign it to the PersistentVegetationStorage component.

The package is configured to serialize binary. A text serialization will be slow and use way more space and memory. You might have to configure your version control software to store this file binary.

See the **PersistentVegetationStorage** component for more info.