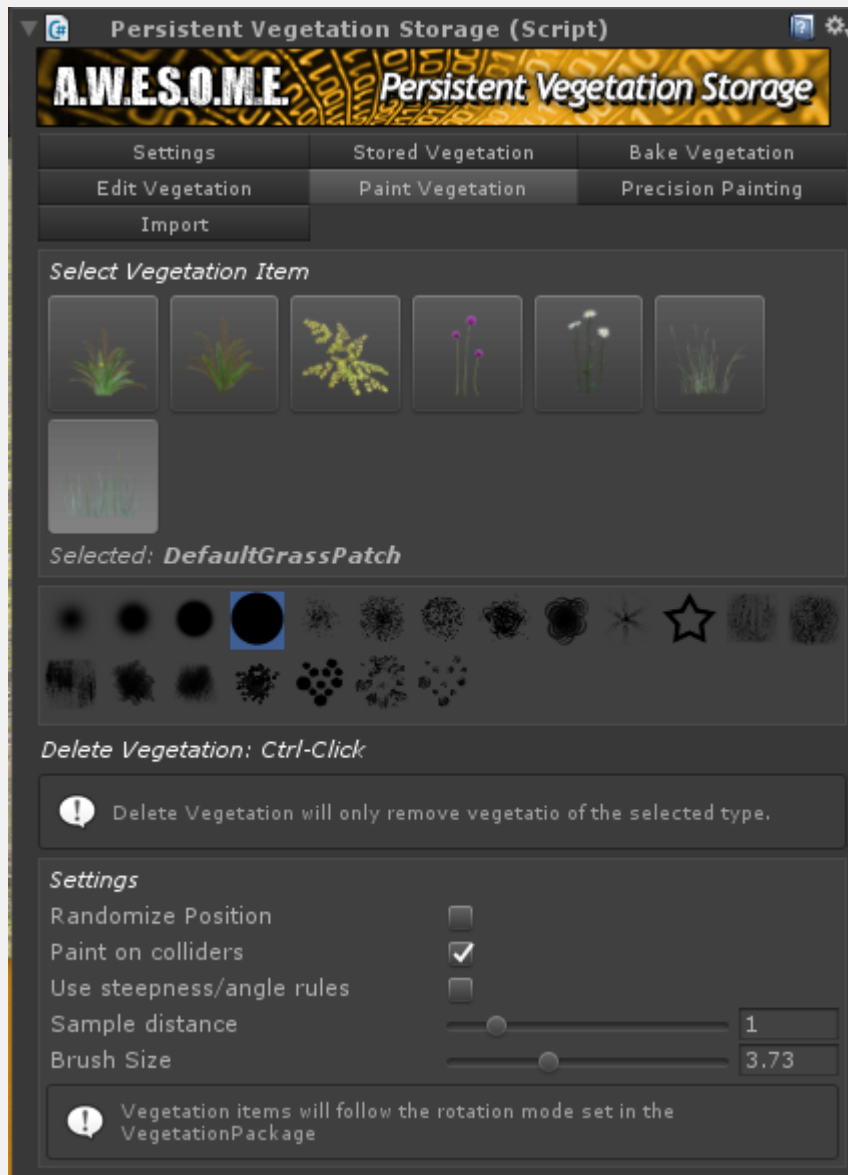# PERSISTENT VEGETATION STORAGE – PAINT VEGETATION

The persistent storage has a painting tool for painting grass and plants. It works in a similar way unity terrain painting tool does but with some additional functionality.

PAINTING

You paint with left click in the map, remove instanced with ctrl-click.

SETTINGS

- Randomize position
  will add randomness to the sample positions on top of the point grid you see in the terrain
- Paint on colliders
  With this enabled you will be able to paint on any collider in the scene as well as the terrain
- Use steepness/angle rules
  With this enabled each vegetation items steepness rules (set in VegetationSystem component) will be applied before painting
- Sample distance
  This is the density of the painting
- Brush size
  The size of the brush