# PERSISTENT VEGETATION STORAGE

The persistent vegetation storage component is designed to handle and store persistent vegetation instances for a terrain. It uses a **Persistent Vegetation Storage Package** to store this information. The package is a scriptable object that serializes to the project.

The storage has included painting tools, a bake system that can bake run-time spawned rules to the storage.

In addition to this there is a importer system that imports from the terrain and scene and a API for 3rd party tools to integrate.



Due to the amount of features in this component the documentation is divided on several pages.

**Settings Tab**
**Stored Vegetation Tab**
**Bake Vegetation Tab**
**Edit Vegetation Tab**

**Paint Vegetation Tab**
**Precision Painting Tab**
**Import Tab**

Custom Importers

The importers are made using an interface. It is possible to create new that register in the UI.

**Terrain Tree Importer**
**Terrain Detail Importer**
**Scene Vegetation Importer**