

# **TERRAINS TAB (VEGETATION SYSTEM PRO)**

This page is part of the documentation for the **VegetationSystemPro** Component.

In order to generate, paint and render vegetation Vegetation Studio needs to know what terrains to use. On this tab you can configure areas and add/remove terrains.

Image: Second system Pro (Script)   A.W.E.S.O.M.E.   Vegetation Studio   Vegetation Studio   Professional							
	Refresh vegetation						
Settings	Cameras	Terrains					
Vegetation	Biomes	Edit Biomes					
Environment	Render	Texture Masks					
Debug							
Add terrains							
You can add any terrain implementing the IV egetationStudioTerrain interface. On standard terrains add the UnityTerrain component and then drag/drop the terrain GameObject here.							
Add terrain	🖱 None (Game Object)	0					
Add all Unity terrains	Add all Mesh terrains	Add all Raycast terrains					
<i>Current terrains</i> Unity terrain:	🐨 Terrain	0					
Area							
This sets the total area for Vegetation Studio. On automatic it joins the area of all added terrains. For streaming terrain setups configure your total world area manually.							
Automatic calculation	✓						
Recalculate							

Add terrains Current terrains Area



## **ADD TERRAINS**

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Add terrain	🔊 None (Game Object) 💿			
Add all Unity terrains	Add all Mesh terrains Add all Raycast terrains			

There are three kinds of terrains that can be added to the VegetationSystemPro Component. **UnityTerrains**, **MeshTerrains** and **RaycastTerrains**. See the documentation for each of these.

### ADD ALL UNITY TERRAINS

This will find all standard Unity terrains in the scene, add the UnityTerrain Component to them and then add them to the VegetationSystemPro Component.

### **ADD ALL MESH TERRAINS**

This will find all pre made MeshTerrain Components in the scene and add them to the VegetationSystemPro Component.

### ADD ALL RAYCAST TERRAINS

This will find all pre made RaycastTerrain Components in the scene and add them to the VegetationSystemPro Component.

### **CURRENT TERRAINS**



This is a list of the current terrains added to the VegetationSystemPro Component. Select and press backspace to remove as terrain.

### AREA



Area					
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Automatic calculation 🗸					
Recalculate					

### **TOTAL AREA**

The total area defines the "world" for the VegetationSystemPro component. Within this area there can be multiple terrains that can have vegetation. The internal cell structure is aligned with this area.

### **AUTOMATIC CALCULATION**

By default automatic calculation is enabled. When you add a terrain the area will recalculate and cover the total area of all added terrains.

#### RECALCULATE

Press recalculate if you move or resize one of the added terrains in the scene.

#### **RUN-TIME LOADED TERRAINS**

If you want to set up Vegetation Studio Pro with multiple terrains that will load run-time you need to disable automatic calculation. You then define an area that covers all the terrains that define your world.

When you start up the cell structure for the entire area is set up. As you create or load terrains runtime the terrain component will auto register itself with the VegetationSystemPro component and refresh the changed area. This way you can have a world of multiple terrains where only parts are loaded at a time.