# RAW Terrain PNG

(Unity Asset Store, Instructions)

This asset will allow you to easily use PNG files instead of the RAW files for your terrain related projects. The drawback is that PNG files are encoded at 8bpp, which means terrain will need smoothing after importing. It supports conversions from and to RAW files, it allows you to export and import PNG files directly from and to your terrain. The script doesn't require any scripting knowledge it's used with the Editor GUI.

This is what the script looks like when attached and initialized.
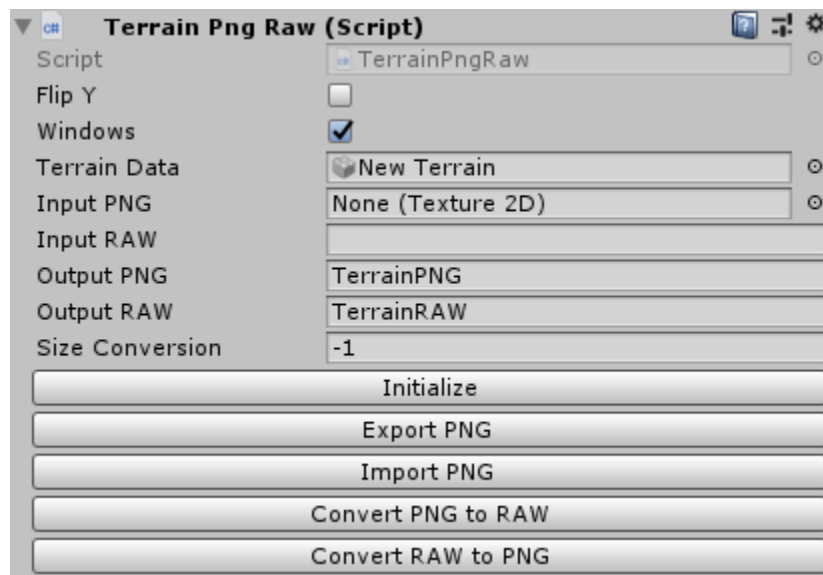
The individual values are as follows.

- **RAW Settings**
  - o **FlipY** – Flips the Y coordinate when writing the RAW file.
  - o **Windows** – Uses windows when enabled and mac byte order when disabled.
- **Terrain Data –** TerrainData that will be used to **export** and **import heights**.
- **Input PNG –** Put your PNG here as a Texture2D to be used as PNG input.
- **Input RAW –** Script will look in the **Assets Folder** for a RAW file with this name when converting to a PNG.
- **Output PNG –** PNG Output filename, file will be placed in the **Assets Folder**.
- **Output RAW –** RAW Output filename when converting to RAW, also in **Assets Folder**.
- **Size Conversion –** This is used to specify the size of the height data/texture when converting if you don't want to use the current Terrain Data heightmapWidth/Height, otherwise leave as **[-1]**.

USAGE

- o **Attach** the script to your Terrain's GameObject.
- o Click the **Initialize** button.
- o Use one of the following functions
    - o **Export PNG**
        - ▪ This will convert the current **terrain** height data to a PNG and save it in your Assets Folder, name of the file is specified in the **Output PNG** field.
    - o **Import PNG**
        - ▪ This will import the current PNG specified as **Input PNG** from data as height values into the specified terrain under the **Terrain Data** field.
    - o **Convert PNG to RAW**
        - ▪ This will convert the **Input PNG** into a RAW file designated in **Output RAW** and save it to your Assets Folder.
    - o **Convert RAW to PNG**
        - ▪ This will convert the **Input RAW** file into a PNG designated under **Output PNG** and save it to your Assets Folder.

NOTE

- o Your PNG width/height must match the TerrainData.heightmapWidth/Height.
- o You can import and export RAW Files from the Terrain Settings category under your Terrain Component.
- o Height values stored in the TerrainData object are in range [0f-1f].
- o You can use other directories under the Assets Folder for the files by adding the path to the filename eg. /TerrainFIles/TerrainPNG will put the TerrainPNG file in the Assets/TerrainFiles folder.
- o Resolution given by 8bpp is 1f/256f, it's likely that smoothing is required after PNG height import.