

Terrain Heightmap

This component allows you to displace an **SgtTerrain** using a heightmap.

Heightmap

This is the texture used for displacement. It should use a cylindrical (equirectangular) projection with no mip-maps.

Encoding

This allows you to specify how the height data is stored in the heightmap. Usually the **Alpha** setting is good, as it allows you to use the single channel **Alpha 8** format, which saves a lot of memory, but if you need more than 256 possible displacement values then using other encodings can be better.

Displacement Min

This allows you to set the height displacement represented by 0 values in the heightmap.

Displacement Max

This allows you to set the height displacement represented by 255 values in the heightmap.