PROCEDURAL TREE PARAMETERS

seed	Random seed on which the tree is generated
TRUNK	Number of segments in the trunk geometry
BRANCH	Number of segments in the branch geometry
MIN_AREA	Minimum surface area for a branch to be spawned
HEIGHT	Height of a tree segment
SCALE	Width of a tree segment
DECAY	Rate at which the trunk shrinks over time
B_DECAY	Rate at which the branches shrink over time
B_REDUCE	Reduction of length of spawned sub-branches
SINE_DECAY	Waviness of the tree geometry
SINE_FREQ	Rate at which the tree geometry undulates
WIGGLE	Tendency of the trunk to curve
B_WIGGLE	Tendency of the branches to curve
CHANCE	Base chance to spawn a branch
LEVEL_MOD	Penalty for branches to spawn sub-branches
B_NUM	Maximum sub-branch level to spawn branches
HEIGHT_MOD	Branches spawn more often here, where 1 is the top of the tree
HEIGHT_WEIGHT	How much influence the height modifier has
HEIGHT_THRESHOLD	Height difference beyond which no branches will grow
LEAF_FREQ	Frequency of leaf generation
LEAF_MODE	Type of leaves generated
LEAF_LENGTH	Length of leaves
LEAF_WIDTH	Width of leaves
LEAF_DIVISIONS	Complexity of leaves
WIREFRAME	Toggle solid / wireframe display