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Terrain editing
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To edit the terrain you must lock the terrain's position and change the mouse mode to "Move mode".

If you don't have the mouse mode set to "Move mode" then you'll deselect the terrain generator whenever you click, and you need to lock the position of the terrain generator to prevent the generator from moving while you edit it.

There are three modes to edit the terrain with. These can be found on the top bar of the editor.
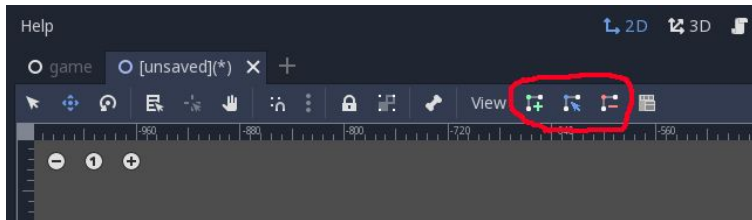
From left to right, the different modes are Add; which adds points to the end of the terrain polygon, Move; which allows you to move the points of the terrain polygon (right click in this mode to edit curve points and left click on the white points to split a line with a new point), and Delete; which removes points from the terrain polygon.

There is a fourth button on the bar. This button is used to re-bake the polygon visuals.

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Custom terrain images
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The terrain generator uses tilesets for the images it uses. The tileset used by the generator should have tiles that are named according to the edge it will occupy. These are the names that each tile should have.

The inside body of the terrain - "Body"
Floor - "EdgeTop"
Ceiling - "EdgeBottom"

Left wall - "EdgeLeft"
Right wall - "EdgeRight"

The images of the tiles should have the side of the image that point outside of the polygon facing up.