

Terrain Adjust

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Thank you for purchasing this package, I hope it will be useful for your projects!
If you like it or have a suggestion, please leave a review on the store page.
The reviews really help a lot!

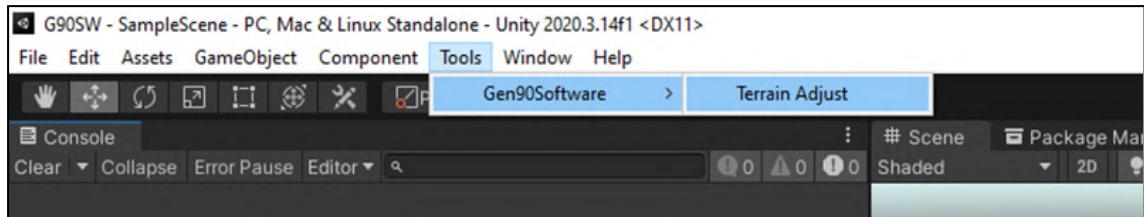
You can access the latest version of this documentation here:

<https://gen90software.com/terrainadjust-documentation.pdf>

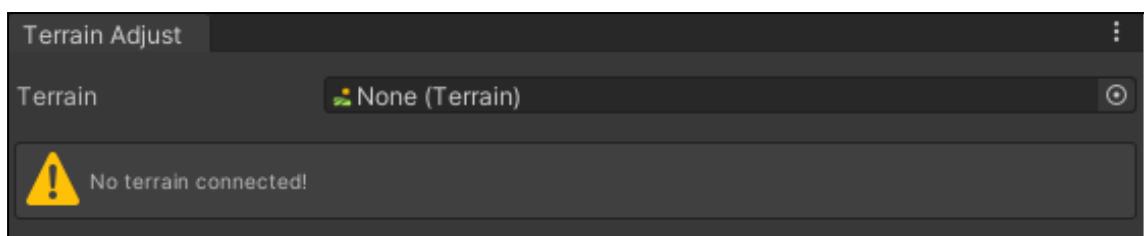
GETTING STARTED

Terrain Adjust editor window can be open from:

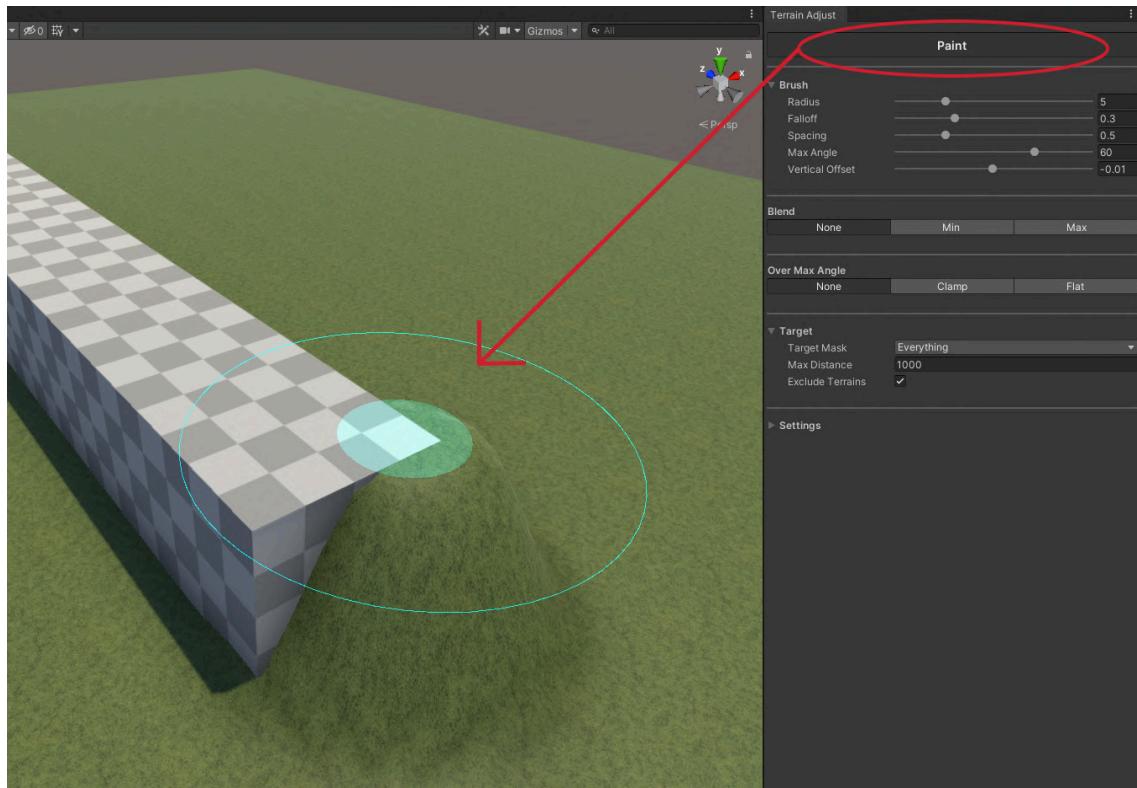
Tools → Gen90Software → Terrain Adjust



The **Terrain** object must be referenced for proper operation. This is set automatically when the window is opened and there is a terrain object in the current scene. Otherwise, warning information is displayed in the window. These fields can be set later in the **Settings** foldout area (more details are provided below).



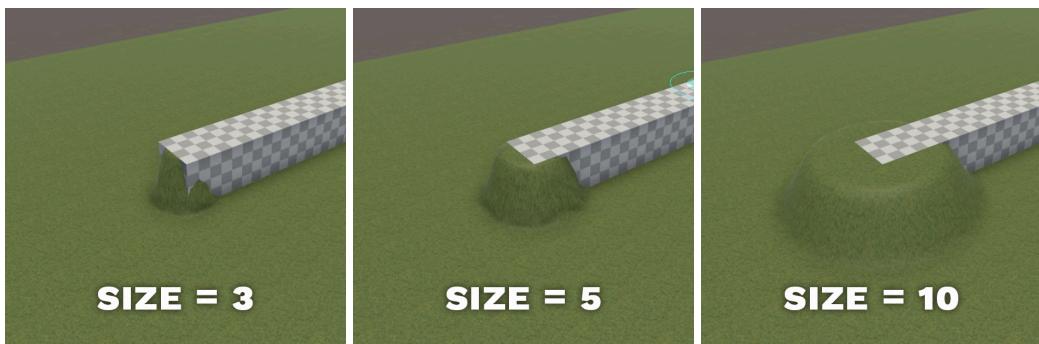
Click the **Paint** toggle to activate the brush, then use it on the **Scene view**. The brush samples the height value of the target object indicated by the cursor. To filter the target selection there are some options in the **Target** foldout area.



TOOLBAR AND SETTINGS

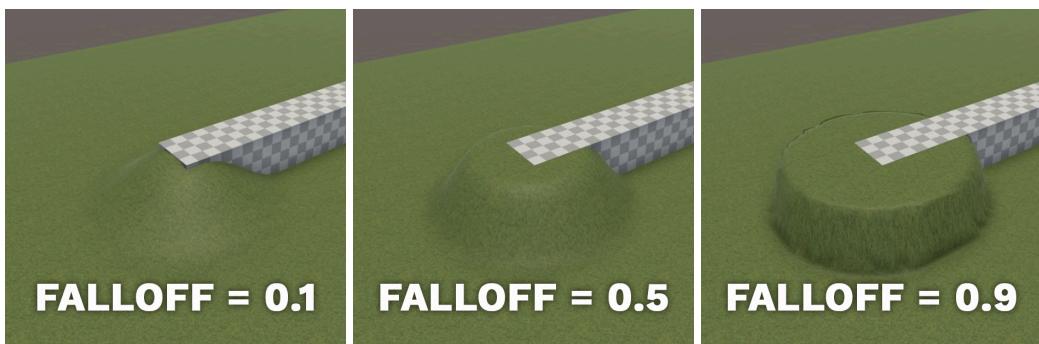
- **Radius**

Set the brush radius in meters. The height of the terrain will be set in this rounded area. On the Scene view it is marked with the outer circle.



- **Falloff**

Set the fall of the brush relative to the Radius. This smoothes the edges of the height adjustment. Use a lower falloff value to get a smoother result. On the Scene view the inner circle marks the edge of the smooth area.

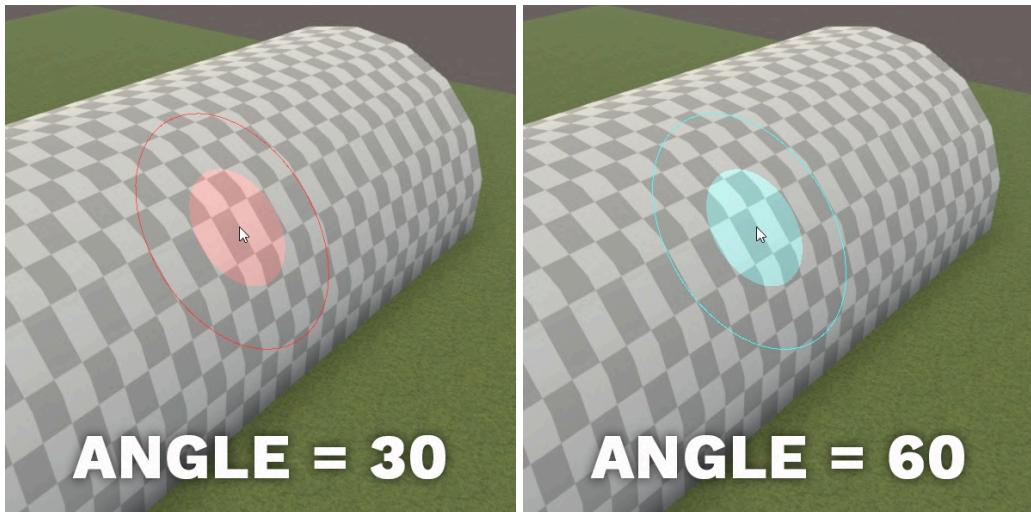


- **Spacing**

Set the brush stroke frequency in meters. The brush writes at all these distances when used by mouse dragging. Use lower spacing values to get a more continuous result.

- **Max Angle**

Limits the maximum working angle of the brush. The angle measured from the horizontal plane in euler angles. The brush works another way when outside of this angle, which can be set in the **Over Max Angle** option.



- **Vertical Offset**

Offset the brush adjust height in meters. This value is added to height values before writing to terrain data. It can also be used to avoid Z-fight between terrain and target object.



- **Blend**

Set the blending logic of height adjust.

- **None**

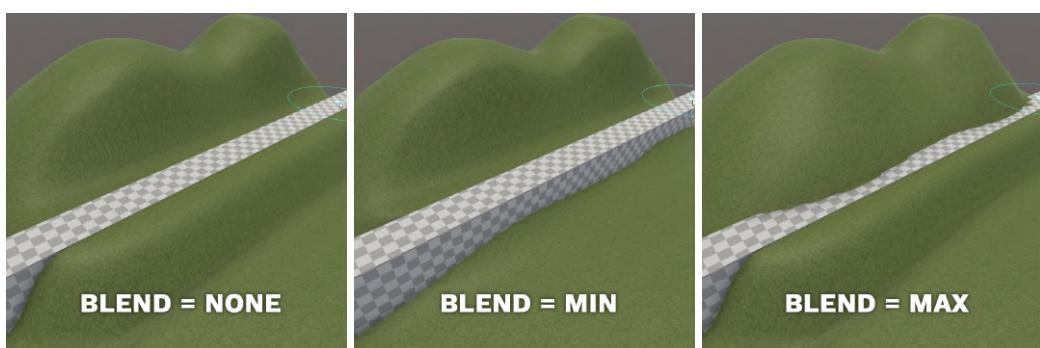
Override height data without comparison.

- **Min**

Set height data if original values are higher.

- **Max**

Set height data if original values are lower.



- **Over Max Angle**

Set behavior of brush when the angle over the **Max Angle** property.

- **None**

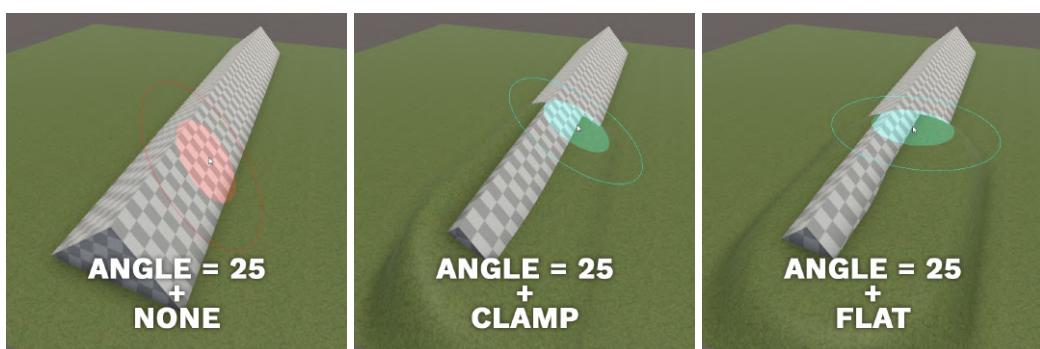
Forbid the brush usage.

- **Clamp**

Override working angle to maximum allowed.

- **Flat**

Override working angle to zero.



- **Target Mask**
Filter the target object selection by layer masking.
- **Max Distance**
Limit the distance of the target object selection in meters.
- **Exclude Terrains**
Exclude Terrain Collider type from target object selection.
- **Terrain**
Set the terrain where the brush will work. When you open the Terrain Adjust window, it sets automatically to the first found terrain.
- **Data**
Set the connected Terrain Data where the brush writes the new height data. It is set automatically when you set the **Terrain** field.

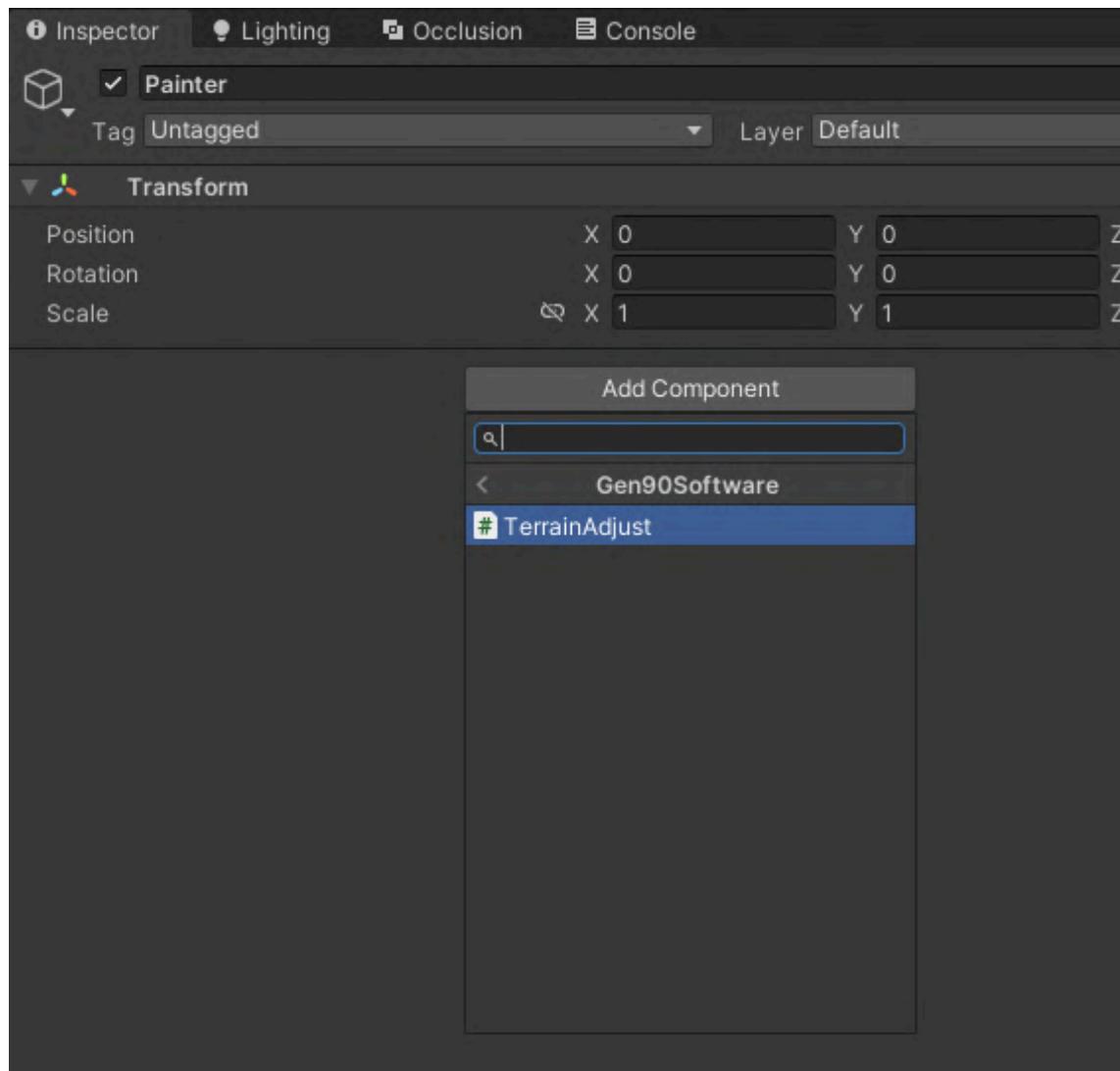
SHORTCUTS

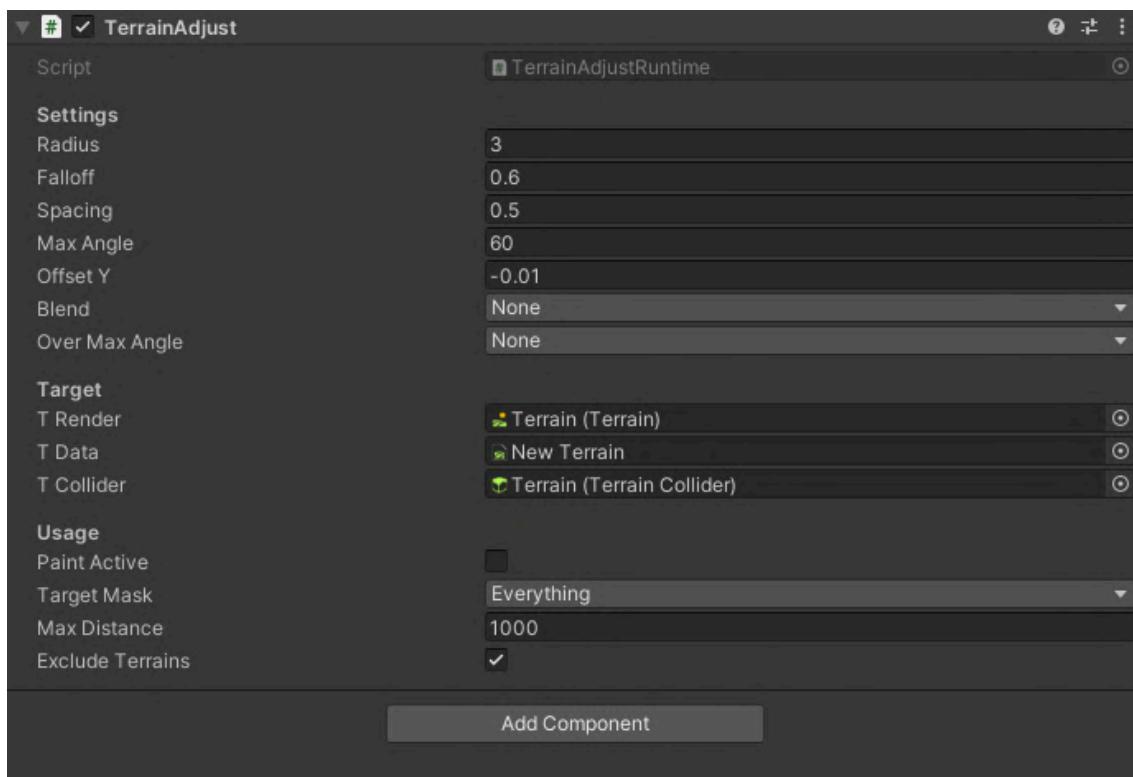
Ctrl + RMB + Mouse X	Set brush radius
Ctrl + RMB + Mouse Y	Set brush falloff

RUNTIME

Terrain Adjust supports runtime usage. Add the Terrain Adjust component to a GameObject in your scene.

Add Component → Gen90Software → Terrain Adjust





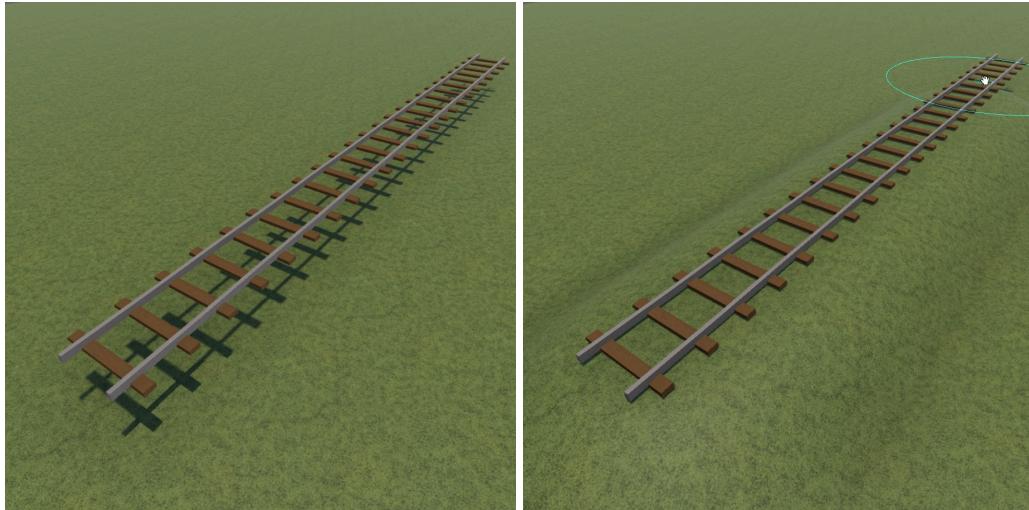
Properly set the target Terrain and enable the **Paint Active** checkbox. You can use it in Play Mode just like in the Editor. The script exposes several properties that can be used to create visual feedback in your scene.

TerrainAdjustRuntime.IsAvailable	Indicates whether modification is available.
TerrainAdjustRuntime.AdjustPos	World-space position of the adjustment.
TerrainAdjustRuntime.AdjustNormal	World-space direction of the adjustment.

BEST PRACTICES

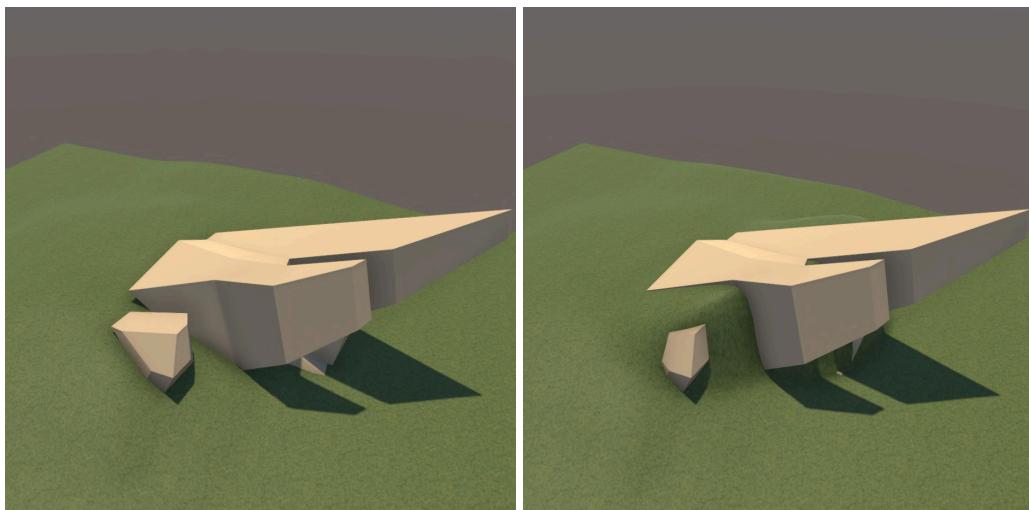
- **Railroad blending**

Use a lower falloff and drag along the railroad line.



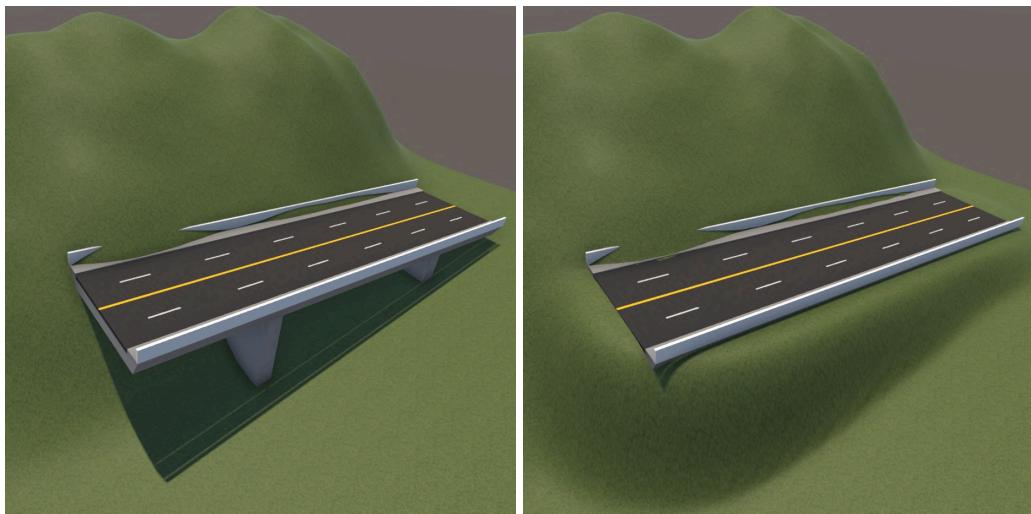
- **Rock blending**

Use a higher falloff, then smooth with Unity's terrain brush.



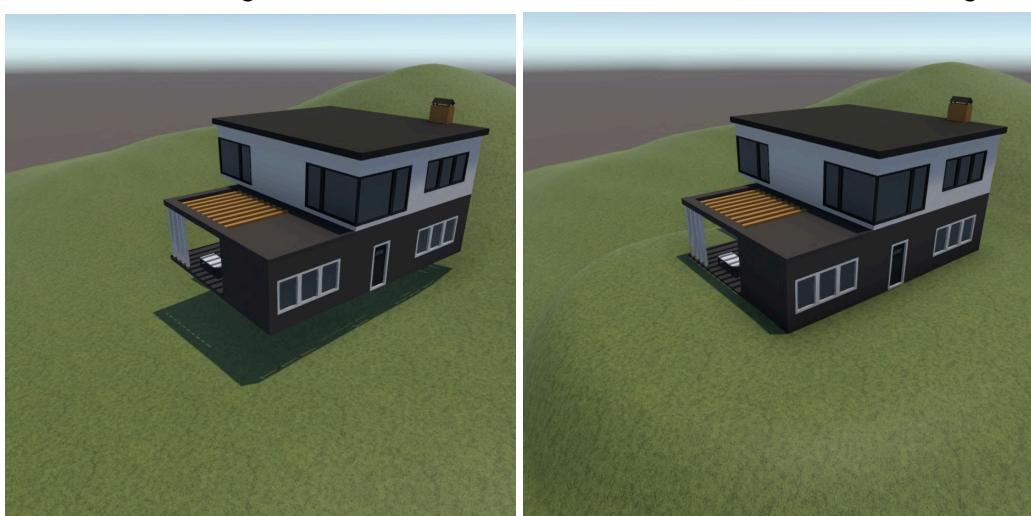
- **Hillside road**

Use min or max blend type to override only one side of the road.



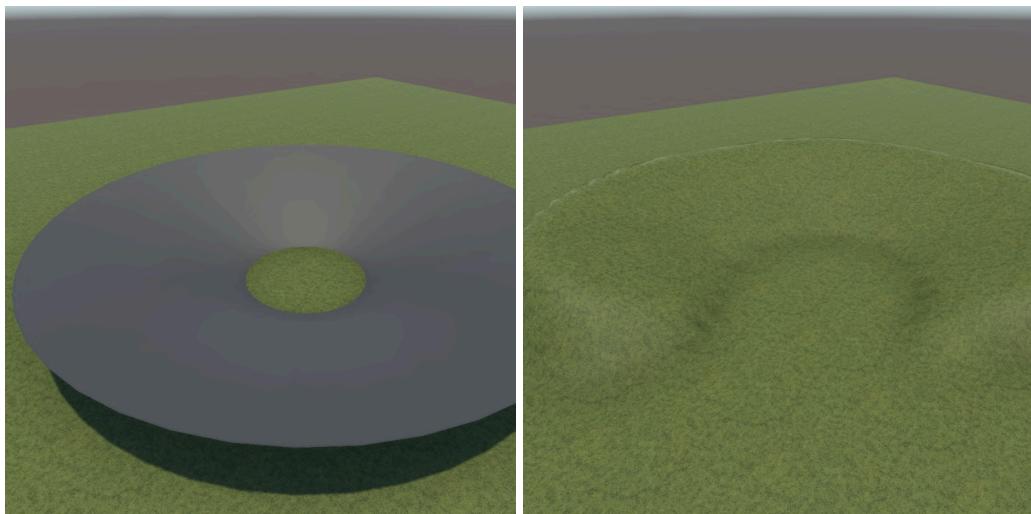
- **Building**

Select the flat angle limit and use the brush on the bottom of building walls.



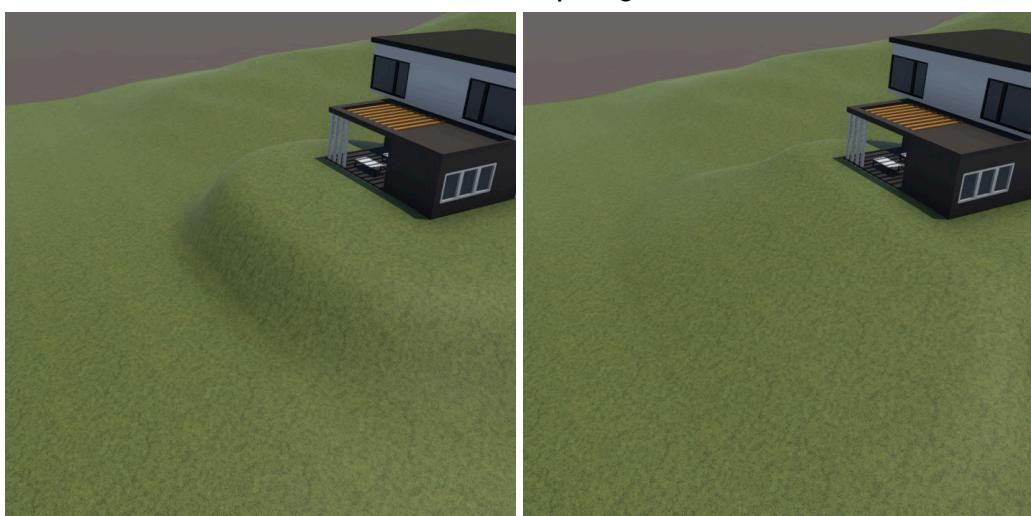
- **Bended road**

Use an inverse cone to form an bended cross-track road.



- **Limit terrain steepness**

Disable terrain exclude and select clamp angle limit.



RELEASE NOTES

- **Version 1.0.0**
 - Initial release
- **Version 1.0.1**
 - Fixed: Brush size limit
 - Fixed: Undo-Redo bug
- **Version 1.0.2**
 - Fixed: Layer mask usage
 - Added: Display version number
 - Added: Warning message for missing Terrain Collider
- **Version 1.0.3**
 - Fixed: Force repaint the scene view
 - Update: Documentation links
- **Version 1.1.0**
 - Added: Undo/Redo support for inspector properties
 - Added: Warning message for small resolution
 - Update: Documentation email
- **Version 1.1.1**
 - Fixed: Mouse position on DPI scaled displays
- **Version 1.2.0**
 - Added: Runtime solution
 - Update: Optimize terrain modification

CONTACTS

If you have any questions or you are interested in our other products, please contact us.

Email assets@gen90software.com

Website <https://gen90software.com/>

Youtube <https://www.youtube.com/@gen90software>

Other Assets <https://assetstore.unity.com/publishers/52623>