

# Terrain To Mesh API

To get access to the API add statement to a script file:

C# - `using VacuumShaders.TerrainToMesh;`

Javascript - `import VacuumShaders.TerrainToMesh;`

Static public class **TerrainToMeshConverter** offers functions for terrain conversion and maps exporting:

```
static public Mesh[] Convert(Terrain _terrain, TerrainConvertInfo _terrainConvertInfo)
```

- `_terrain` – Source terrain data.
- `_terrainConvertInfo` – `TerrainConvertInfo` containing all conversion data.

Function will return 'null' if

- `_terrain == null`
- Vertex count per chunk is more then 65.000

`TerrainConvertInfo` class public variables and methods

```
public int chunkCountHorizontal;  
public int chunkCountVertical;  
  
public int vertexCountHorizontal;  
public int vertexCountVertical;  
  
public void Reset();  
public int GetChunkCount();  
  
public int GetVertexCountPerChunk();  
public int GetVertexCountTotal();  
  
public int GetTriangleCountPerChunk();  
public int GetTriangleCountTotal();
```

- Terrain splatmap textures can be extracted by:

```
static public Texture2D[] ExtractSplatmaps(Terrain _terrain)
```

Function is available only in Unity 5.

- Terrain basemap textures (diffuse and normal) can be extracted by:

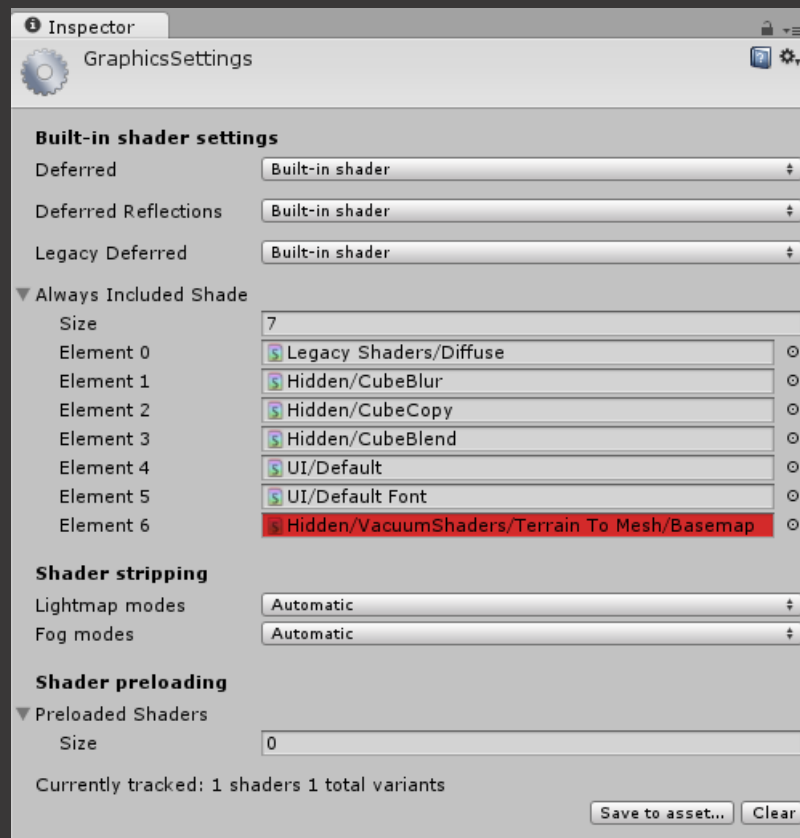
```
static public void ExtractBasemap(Terrain _terrain, out Texture2D _diffuseMap, out Texture2D _normalMap, int _width, int _height)
```

Function is available only in Unity 5 and requires device with RenderTextures support.

\_diffuseMap and \_normalMap may be null if terrain has no such data.

If used in build, make sure to include:

VacuumShaders/Terrain To Mesh/Shaders/Basemap/Basemap.shader into Always Include Shaders array.



- Terrain heightmap textures can be extracted by:

```
static public Texture2D ExtractHeightmap(Terrain _terrain, bool _remap)
```

Function is available for Unity 4 and 5.

\_remap – Remaps heightmap data to be inside [0, 1] range.

- Extracting trees:

```
static public GameObject ExtractTrees(Terrain _terrain)
```

Function is available for Unity 5.

Check Runtime scripts inside Example Scenes folder.