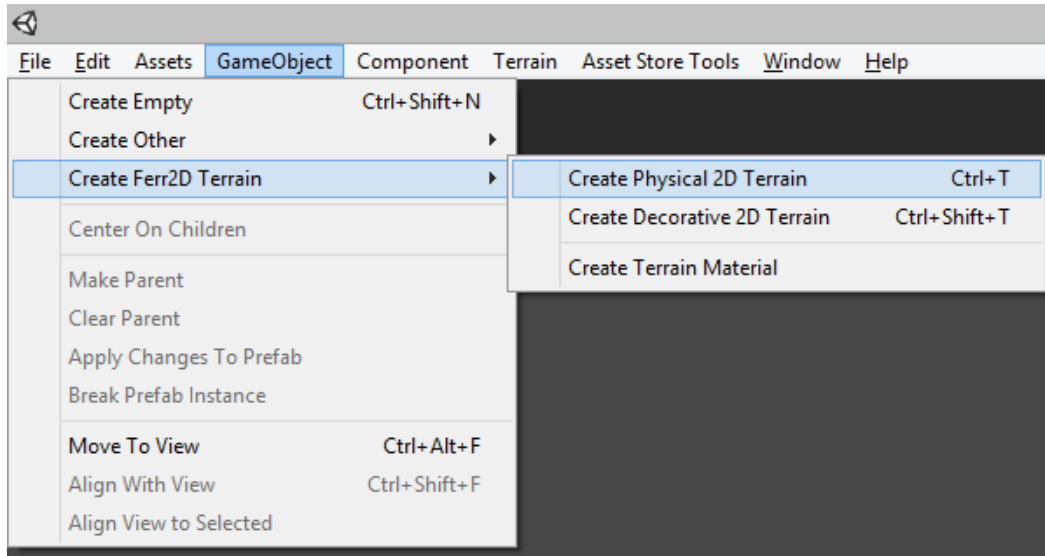
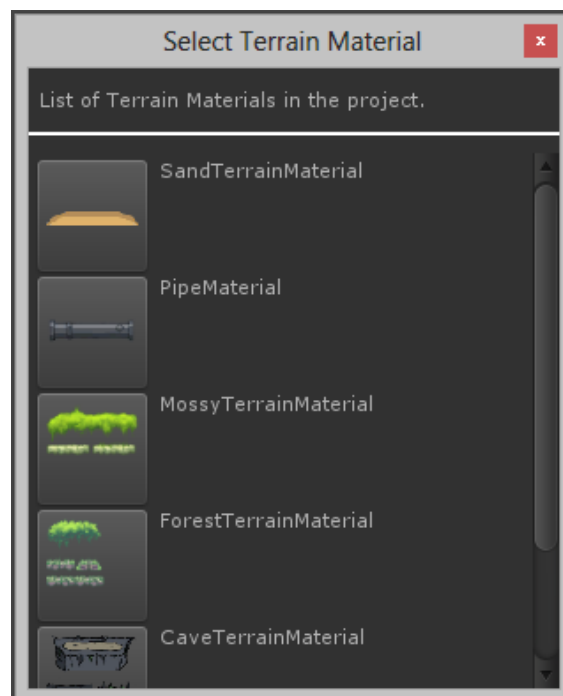


# Quickstart

The basics of the tool are remarkably simple! You add a 2D terrain chunk in, using either the menu (GameObject->Create Ferr2D Terrain), or with the shortcuts (Ctrl+T, or Ctrl+Shift+T for terrain without colliders on).



The menu that pops up after this will have a list of *all* the Terrain Materials in your project, and you simply want to pick the one that's best for the situation!



Once the terrain is in, you can drag points around to move them, click on the + buttons at the midpoints to add exact midpoints, or Shift+Click to add new points anywhere. You can also Ctrl+Click any point to delete it.

