TerraLand Downloader Quick Guide

1 In this section users can select pre-defined resolution settings among 5 presets for both Heightmap & Satellite Imagery downloads

- If "NONE" is selected, you can have manually set up adjustments for engine resolutions

2 Previuosly generated terrain can be inserted in this field

3 Previuosly generated terrain chunks object can be inserted in this field

4 Grid size for new generating terrain chunks

5 Terrain size in Unity engine units

6 Matches terrain size corresponding to the real-world size selection

7 Each 1 unit in Unity engine will be considered as 1 meter

8 The final surface quality (LOD & Tessellation) of terrain

9 Address/Location Name as the center point of the generating area

10 The engine's Geo-Coder tries to match found addresses

11 Latitude coordinate of the center point in Decimal Degrees (DD)

12 Longitude coordinate of the center point in Decimal Degrees (DD)

13 Load coordinates from Downloader's previously generated XML info file

14 Metrics for size & Coordinates for coordinates Area Defining

15 The Height of the generating terrain in Kilometers

16 The Width of the generating terrain in Kilometers

17 Ensures defined area is square. If not selected area can be rectangle

18 Displays the interactive map in a new window for area selection preview

19 Select various mapping sources for the map preview

20 Increase/Decrease Heightmap Resolution of the whole terrain(s) surface

21 Slider selection of the Heightmap Resolution shown as pixels

22 Smoothing operation power to remove banding due to data resampling

23 (Vertical Factor) is the sum of total terrain heights in terrain
- The value of 1 is the real-world height calculated by TerraLand

24 Save Elevation Data in Arc ASCII Grid format for later usage

25 Save Elevation Data in Raw format for later usage

26 Save Elevation Data in Tif format for later usage

27 Grid size of satellite images for a single terrain or each terrain chunk

28 Increase/Decrease Imagery (Texture) Resolution of each Satellite Image

29 Slider selection of the Imagery Resolution shown as pixels

30 Enable/Disable terrain texturing from downloaded image(s)

31 Various options to customize the importing of the downloaded images

32 The folder which contains previously failed downloaded satellite images

33 Retrieves any non-downloaded images due to failed server connections

34 Download only Elevation data and generate terrain heights

35 Download only Imagery data and import textures

36 Download Elevation & Imagery data & apply to corresponding terrain(s)

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