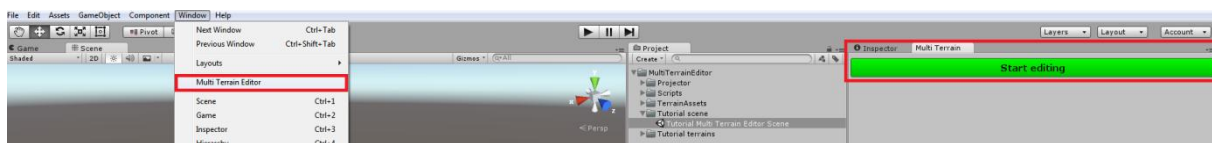# Multiple Terrain Brush Manual

Multiple Terrain Brush is a tool with brushes for height-maps and textures that work on multiple terrains. You can easily paint height-map and textures without switching from terrain to terrain. With multiple terrain brushes you can avoid terrain holes in borders during height map painting and editing. Brushes also contain smooth which is also stitching and removing terrain holes made with old terrain tools.

1) First few steps before you start:

- Open Tutorial Multi Terrain Editor Scene

- Open Tutorial Multi Terrain Editor in Window menu :

- Click Start Editing and there you can find unity terrain tools that you know, but they work on multiple terrains. **There are some new features and changes so please read the rest of manual.**

**2) To start texture painting you have to click on brush tool and:**

- "Get splat Textures from selected terrains" if you want to paint using textures that are on selected terrain.

-"Set splat textures in selected terrains" if you want to replace textures selected in hierarchy terrains by splats from "textures window".

-"Set splat textures in all terrains " if you want to replace textures on all terrains by splats in "textures window".

-"Add texture" will add this texture to palette but until you don't click Set splat textures in selected terrains or Set splat textures in all terrains it won't add it to terrains

-"Edit texture" will edit this texture in palette but until you don't click Set splat textures in selected terrains or Set splat textures in all terrains it won't change textures.
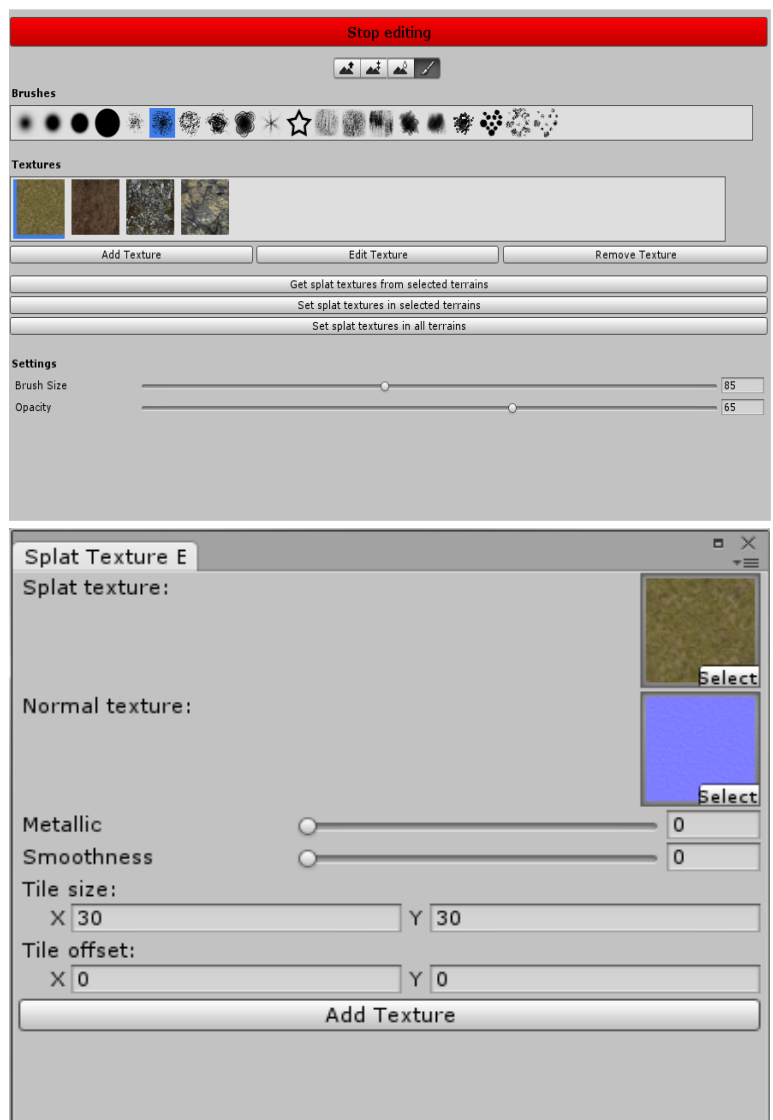
-"Remove texture" will remove this texture in palette but until you don't click Set splat textures in selected terrains or Set splat textures in all terrains it won't remove textures.

Now you can choose texture that you want to paint and simply paint on multiple terrains at once.

3) Additional information about tools

- While you touch terrain border with smooth tool, all holes in brush range will be stitched and repaired.

- Painting is using splat number. If you have different textures on each terrain, at the same splat number, you will paint different texture on each terrain.

- Heigher brush (above 100) size could make system slower.

- Terrain must have the same max XYZ and height-map size. Without that there could be holes in therrain borders between terrains.