Plant Editor

The Plant Settuing lets you easily save, restore and add Trees and Plants to regions. It is used with Smart Start “Automatic Sim Surround” to create regions with water or various landforms as you drive, fly or boat across Opensim.

# Trees and Plants

Graphical user interface, application, PowerPoint

Description automatically generated

**Apply**: Plants the tree or plant that is selected. It will be placed on any chosen region when you click Apply.

Delete All. Deletes any AI-planted tree on this region.

# Plant Editor

Graphical user interface, application

Description automatically generated

The Plant editor can modify any of the plants.

First, Choose a plant. They are categorized by a range of heights they will be placed within.

The larger trees are planted higher than grasses. The Eelgrass and Kelp will only be planted underwater.

**Quantity** - A random number of plants, from 0 to N plants, will be created.

**Radius** - The plants start in the middle and are sprayed onto the land in a circle. A radius of ~ 300 seems to fill most of a Standard 256 X 256.

**Tree Line High** – is the highest place a tree is planted.

**Tree Line Low** – is the lowest place a tree will be planted. Water is at 20 usually, so a 20 would be right to the edge of a beach.

Start Size X, Y, Z – The size of the tree at the start of the growth cycle.

Stop Size X, Y, Z – The size of the tree at the end of the growth cycle.