public class SpawnEnvironment : MonoBehaviour {

public Transform TrainCoords;

public Transform Forest;

public Transform Ground;

// Use this for initialization

void Start () {

for (int i = -50; i <= 50; i = i+10)

{

Instantiate(Forest, new Vector3(-20, 0, i), TrainCoords.rotation);

Instantiate(Forest, new Vector3(-10, 0, i), TrainCoords.rotation);

Instantiate(Ground, new Vector3(0, 0, i), TrainCoords.rotation);

Instantiate(Forest, new Vector3(10, 0, i), new Quaternion(0, 180, 0, 0));

Instantiate(Forest, new Vector3(20, 0, i), new Quaternion(0, 180, 0, 0));

}

}

}

public class SpawnEnvironment : MonoBehaviour {

public Transform TrainCoords;

public Transform Forest;

// Use this for initialization

void Start () {

for (int i = -50; i <= 50; i = i+10)

{

Instantiate(Forest, new Vector3(0, 0, i), TrainCoords.rotation);

}

}

}