

TerrainType

TerrainCircuitry (Logic Active)

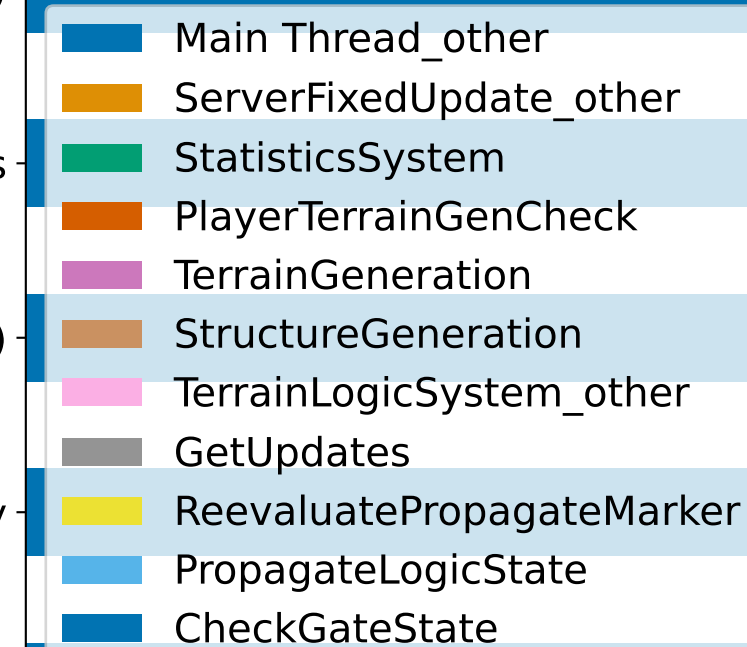
RollingHills (Logic Active)

RollingHills

Empty (Logic Active)

Empty

1-Layer (Logic Active)



Average Frame Time (ms)