Terrain To Mesh API

To get access to the API add statement to a script file:

C# - `using VacuumShaders.TerrainToMesh;`

Javascript - `import VacuumShaders.TerrainToMesh;`

Static public class **TerrainToMeshConverter** offers functions for terrain conversion and maps exporting:

`static public Mesh[] Convert(Terrain _terrain, TerrainConvertInfo _terrainConvertInfo)`

- _terrain – Source terrain data.
- _terrainConvertInfo – TerrainConvertInfo containing all conversion data.

Function will return 'null' if

1. _terrain == null
2. Vertex count per chunk is more then 65.000

`TerrainConvertInfo` class public variables and methods

```
public int chunkCountHorizontal;
public int chunkCountVertical;

public int vertexCountHorizontal;
public int vertexCountVertical;


public void Reset();
public int GetChunkCount();

public int GetVertexCountPerChunk();
public int GetVertexCountTotal();

public int GetTriangleCountPerChunk();
public int GetTriangleCountTotal();
```

- Terrain splatmap textures can be extracted by:

  `static public Texture2D[] ExtractSplatmaps(Terrain _terrain)`
  and
  `static public Texture2D[] ExtractSplatmaps(Terrain _terrain, int _width, int _height)`

- Terrain basemap textures (diffuse and normal) can be extracted by:

  `static public void ExtractBasemap(Terrain _terrain, out Texture2D _diffuseMap, out Texture2D _normalMap, int _width, int _height)`

  Works only if terrain uses Unity's built-in terrain shaders.

  _diffuseMap and _normalMap may be null if terrain has no such data.

  If used in build, make sure to include:
  `VacuumShaders/Terrain To Mesh/Shaders/Basemap/Basemap.shader` into Always Include Shaders array.
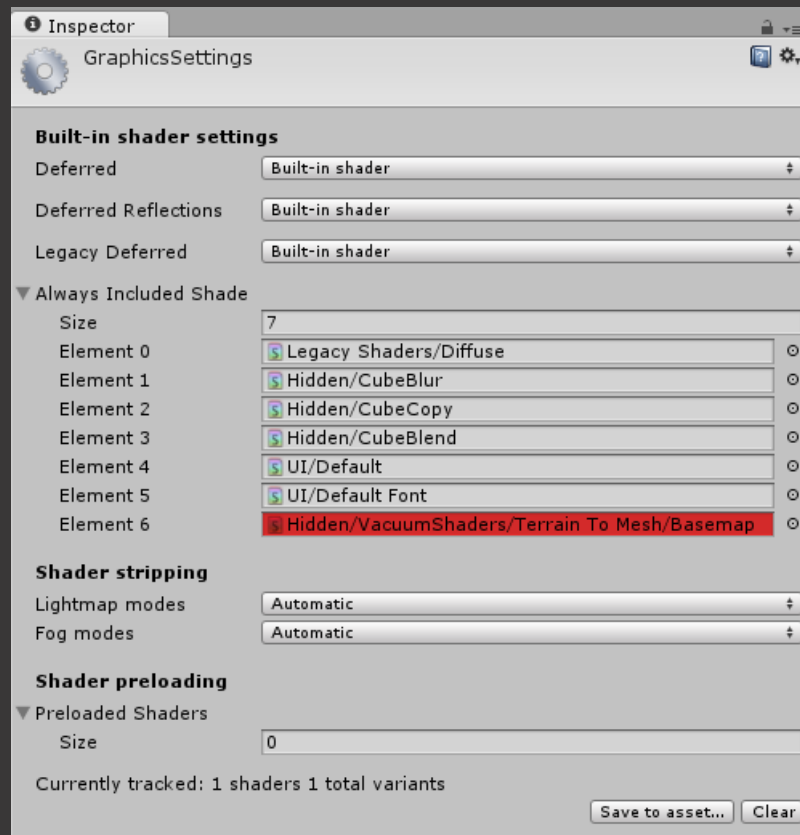
- Terrain heightmap textures can be extracted by:
  ```
  static public Texture2D ExtractHeightmap(Terrain _terrain, bool _remap)
  ```
  and
  ```
  static public Texture2D ExtractHeightmap (Terrain _ terrain, int _width, int _height, bool _remap)
  ```

  _remap – Remaps heighmap data to be inside [0, 1] range.

- Extracting trees:
  ```
  static public GameObject ExtractTrees(Terrain _terrain)
  ```

Check Runtime scripts inside Example Scenes folder.