

Grass Spawner Tool Documentation

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Introduction:

This tool allows you to automatically spawn grass on a specified surface in Unity.

How to Install:

1. Move the Grass Spawner Tool folder into the Assets folder of your Unity project.

How to Set Up the Scene:

1. Create a surface (Plane) where you want to spawn the grass.
2. Open the tool window from Tools -> Grass Spawner.
3. Assign the plane in the "Plane" field and assign the parent object in the "Parent Object" field.
4. Select the grass prefabs you want to use and add them to the list.
5. Adjust the density, height, and other settings as needed.

How to Use the Tool:

1. Click the "Spawn Grass" button to generate the grass.

Common Issues and Solutions:

- If the plane is not assigned correctly, make sure the plane has a MeshRenderer component.
- If the grass prefabs appear pink, make sure the materials are assigned correctly.