```
EditorGUILayout.PropertyField(serializedObject.FindProperty("UseFalloffMap"));

if (GUILayout.Button("Generate"))
    (serializedObject.targetObject as ProceduralTerrain).GenerateTerrain();

ProceduralTerrain procedural_terrain = serializedObject.targetObject as
ProceduralTerrain;

if (GUILayout.Button("Generate") || procedural_terrain.AutoUpdate)
    procedural_terrain.GenerateTerrain();

serializedObject.ApplyModifiedProperties();
```

Only generate terrain if either:

1. The Generate button is clicked

or

## // ProceduralTerrainEditor

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if (GUILayout.Button("Generate") || procedural_terrain.AutoUpdate)
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serializedObject.ApplyModifiedProperties();
```

Only generate terrain if either:

  1. The Generate button is clicked

  or

  2. Auto Update is on