

## // Procedural Terrain.shader

```
_ShoreLimit("Shore Limit", Range(0.05, 0.1 )) = 0.05

_ShoreMultiplier ("Shore Multiplier", Range(1, 4 )) = 2
_IntensityMultiplier("Intensity Multiplier", Range(0.0001, 0.02)) = 0.015
}

...
float _ShoreLimit;

float _ShoreMultiplier;
float _IntensityMultiplier;

...
float p = i.wpos.y * 0.015;
float p = i.wpos.y * _IntensityMultiplier;

...
r = -(p - 0.1);
r = -(p - (_ShoreLimit * _ShoreMultiplier));
```

We use both **\_ShoreLimit...**

and **\_ShoreMultiplier...**

to replace this hard-coded value

Notice that, at their default values,  
our new logic results in the same value as  
what was hard-coded before

These two properties just give us more  
flexibility

**git checkout 31a8d2b**

// Hi there, Roy G Biv...