

```
// 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
```

```
}
```

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...
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As with the **Limit** properties, we tell **ShaderLab**...

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As with the **Limit** properties, we tell **ShaderLab**...  
what shader properties to look for...