// 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;
```

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

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

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

// Procedural Terrain.shader

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```

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