```
// 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,

```
  _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