

// ProceduralTerrainEditor

So our terrain generation requirements are now:

```
serializedObject.Update();
```

```
EditorGUI.BeginChangeCheck();
```

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

```
...
```

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

```
if (GUILayout.Button("Generate") || (  
    EditorGUI.EndChangeCheck() && procedural_terrain.AutoUpdate  
))  
    procedural_terrain.GenerateTerrain();
```

```
// ProceduralTerrainEditor
```

So our terrain generation requirements are now:

Only generate terrain if

```
serializedObject.Update();
```

```
EditorGUI.BeginChangeCheck();
```

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

```
...
```

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

```
if (GUILayout.Button("Generate") || (  
    EditorGUI.EndChangeCheck() && procedural_terrain.AutoUpdate  
))
```

```
    procedural_terrain.GenerateTerrain();
```