Add a field to edit TerrainHeight
(we'll add that to our ProceduralTerrain next)

```
...

EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainSize"));
EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainHeight"));
EditorGUILayout.PropertyField(serializedObject.FindProperty("CellSize"));

...
```

```csharp
[Range(10, 1000)] public int TerrainSize;
[Range( 2,  100)] public int TerrainHeight;
[Range( 5,  250)] public int CellSize;

private static int TerrainsGenerated = 0;

…

for (int x = 0; x < x_segments; x++) {
  for (int z = 0; z < z_segments; z++) {

    …
  }
}

Mesh mesh = new Mesh { name = $"Procedural Terrain {++TerrainsGenerated}" };

mesh.SetVertices(vertices);
mesh.SetTriangles(triangles, 0);

GetComponent<MeshFilter>().mesh = mesh;
```

The property
we just added
to the editor