// 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();
```

// ProceduralTerrainEditor

So our terrain generation requirements are now:

Only generate terrain if

1. The Generate button is clicked

```
serializedObject.Update();

EditorGUI.BeginChangeCheck();

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

…

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