

// ProceduralTerrainEditor

Add a “Use Falloff Map” toggle to the inspector

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

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

```
if (GUILayout.Button("Generate"))
```

```
git checkout 7cbb30c
```

```
// Auto-update
```