// Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
  Properties {
    _WaterLimit("Water Limit", Range(0.000001, 0.05)) = 0.01
    _ShoreLimit("Shore Limit", Range(0.05,     0.1 )) = 0.05
  }

  SubShader {

…
```

Here we introduce the Properties section

The Properties section is used to expose shader properties so they can be edited via the material inspector in Unity

The first two properties we expose are **_WaterLimit** and **_ShoreLimit**

_WaterLimit and **_ShoreLimit** are the names that will be used in our shader code to refer to these two properties

“Water Limit” and **“Shore Limit”** are the names that will be displayed for these properties in Unity’s material inspector

These properties are given a *type* of **Range** - with min and max values specifying the bounds of the ranges

Each property is given a reasonable default value

NOTE: semi-colons are not used to terminate lines in the Properties section

// Procedural Terrain.shader

```
Shader "MinTuts/Procedural Terrain" {
  Properties {
    _WaterLimit("Water Limit", Range(0.000001, 0.05)) = 0.01
    _ShoreLimit("Shore Limit", Range(0.05,     0.1 )) = 0.05
  }

  SubShader {
    Pass {
…
       #include "UnityCG.cginc"

       float _WaterLimit;
       float _ShoreLimit;

       struct v2f {

…
```

With **_WaterLimit** and **_ShoreLimit** defined in the Properties section, we must now define them in the **SubShader > Pass > CGPROGRAM** section
This may seem redundant, but it makes sense when you consider that the Properties section exists only to link shader properties to Unity’s material inspector