// ProceduralTerrainEditor

```
  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();
```

This call returns true only if a property
(any property) in the inspector has changed

// 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();
```