

// Procedural Terrain.shader

```
_ShoreLimit("Shore Limit", Range(0.05, 0.1 )) = 0.05  
  
_ShoreMultiplier ("Shore Multiplier", Range(1, 4 )) = 2  
_IntensityMultiplier("Intensity Multiplier", Range(0.0001, 0.02)) = 0.015  
}
```

...

As with the **Limit** properties, we tell **ShaderLab**...
what shader properties to look for...

what the labels to display for the properties in the
inspector should be...

what **Property Drawer** type to use...

and the default values to assign to the properties

NOTE: For **_ShoreMultiplier** the range min,
range max,
and default value...

could be either integers or floating point numbers

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How does **ShaderLab**/Unity know which of these
types to use for this range?