

```
// ProceduralTerrainEditor
```

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

```
if (GUILayout.Button("Generate"))  
    (serializedObject.targetObject as ProceduralTerrain).GenerateTerrain();
```

```
ProceduralTerrain procedural_terrain = serializedObject.targetObject as  
ProceduralTerrain;
```

```
if (GUILayout.Button("Generate") ☐ procedural_terrain.AutoUpdate)  
    procedural_terrain.GenerateTerrain();
```

```
serializedObject.ApplyModifiedProperties();
```

Only generate terrain if either:

1. The Generate button is clicked

or

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

```
if (GUILayout.Button("Generate"))  
    (serializedObject.targetObject as ProceduralTerrain).GenerateTerrain();
```

```
ProceduralTerrain procedural_terrain = serializedObject.targetObject as  
ProceduralTerrain;
```

```
if (GUILayout.Button("Generate") || procedural_terrain.AutoUpdate)  
    procedural_terrain.GenerateTerrain();
```

```
serializedObject.ApplyModifiedProperties();
```

Only generate terrain if either:

1. The Generate button is clicked

or

2. Auto Update is on