```
// 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,

```
  _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…