```
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 {

…
        if (p < 0.01) {
        if (p < _WaterLimit) {

…
        } else if (p < 0.05) {
        } else if (p < _ShoreLimit) {
```

With everything set up properly…

```
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 {

…
        if (p < 0.01) {
        if (p < _WaterLimit) {

…
        } else if (p < 0.05) {
        } else if (p < _ShoreLimit) {
```

With everything set up properly…
we can also replace the hard-coded
shore limit with our **_ShoreLimit**
property