

// ProceduralTerrain

```
public class ProceduralTerrain : MonoBehaviour {
```

```
    public bool AutoUpdate = false; Add an auto update toggle property
```

```
    [Range(10, 1000)] public int TerrainSize = 100;
```

```
// ProceduralTerrainEditor
```

```
serializedObject.Update();
```

Add an “Auto Update” toggle to the inspector

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

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