

```
git checkout 96254ec
```

```
// Optimization
```

```
// ProceduralTerrainEditor
```

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

```
EditorGUI.BeginChangeCheck();
```

This line tells Unity to begin checking for property changes in the inspector

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

```
...
```

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

```
if (GUILayout.Button("Generate") || (
```

```
    EditorGUI.EndChangeCheck() && procedural_terrain.AutoUpdate
```

```
))
```

```
    procedural_terrain.GenerateTerrain();
```