

```
git checkout 7cbb30c
```

```
// Adding a falloff map
```

// ProceduralTerrain

```
[Range(0f, 4f)] public float Lacunarity = 2f;
```

```
public bool UseFalloffMap = false;      Add a flag to track if we're using a falloff map
```

```
private static int TerrainsGenerated = 0;
```