```
// ProceduralTerrainEditor




    ...

    EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainSize"));
    EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainHeight"));
    EditorGUILayout.PropertyField(serializedObject.FindProperty("CellSize"));

    ...
```

Add a field to edit TerrainHeight
(we'll add that to our ProceduralTerrain next)

```
…

EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainSize"));
EditorGUILayout.PropertyField(serializedObject.FindProperty("TerrainHeight"));
EditorGUILayout.PropertyField(serializedObject.FindProperty("CellSize"));

…
```