

```
git checkout 0474548
```

```
// Let's see how this all... meshes!
```

```
// ProceduralTerrainEditor
```

```
...
```

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

```
...
```