

```
// ProceduralTerrainEditor
```

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

```
if (GUILayout.Button("Generate"))  
{serializedObject.targetObject as ProceduralTerrain}.GenerateTerrain();
```

```
ProceduralTerrain procedural_terrain = serializedObject.targetObject as  
ProceduralTerrain;
```

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

```
serializedObject.ApplyModifiedProperties();
```

Only generate terrain

```
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if (GUILayout.Button("Generate") || procedural_terrain.AutoUpdate)  
    procedural_terrain.GenerateTerrain();
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```
serializedObject.ApplyModifiedProperties();
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Only generate terrain if either: