

```
// ProceduralTerrainEditor
```

```
...
```

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

```
...
```

```
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```

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"));  
  
...
```