

# **Terrain Edge Wall**

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Thank you for downloading this package, I hope it will be useful for your projects!

If you like it or have a suggestion, please leave a review on the store page.

**The reviews really help a lot!**

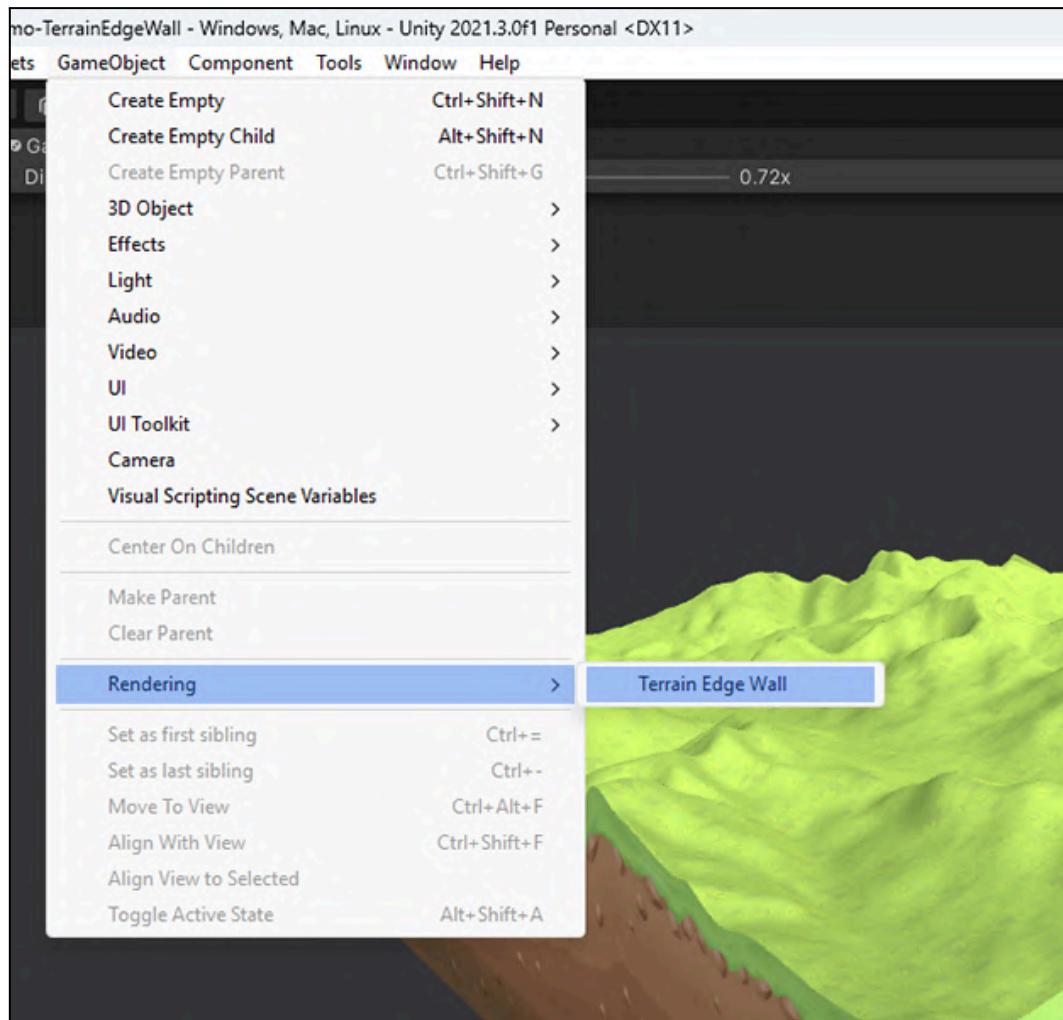
You can access the latest version of this documentation here:

<https://gen90software.com/terrainedgewall-documentation.pdf>

# GETTING STARTED

Terrain Edge Wall game object can be added from:

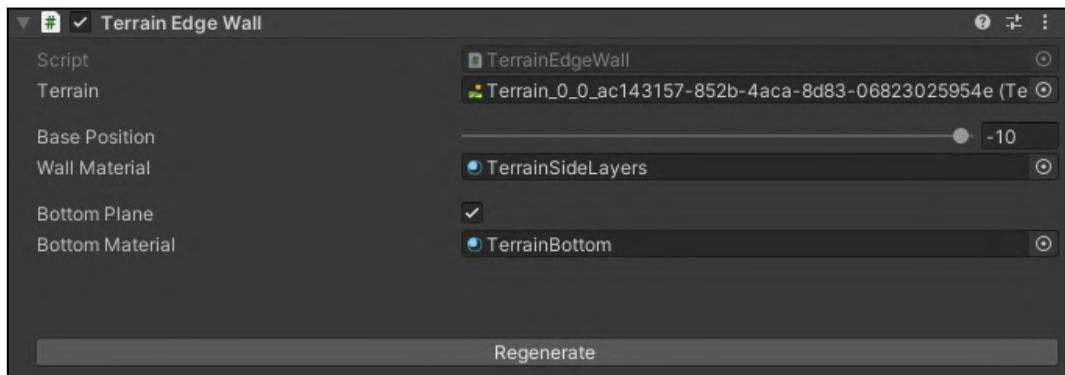
**GameObject → Rendering → Terrain Edge Wall**



On the other hand, if you want to add it to an existing gameobject, use:

**Add Component → Rendering → Terrain Edge Wall**

# PROPERTIES



- **Terrain**

Reference to the target Unity Terrain used as the source for wall generation. The wall geometry is generated by sampling the terrain height data along its edges.

- **Base Position**

Defines the vertical offset of the wall base relative to the terrain. Lower values extend the wall further downward, allowing you to control the overall wall height.

- **Wall Material**

Material assigned to the generated side wall mesh. Use this to apply custom shaders or stylized materials to match your environment.

- **Bottom Plane**

When enabled, an additional bottom plane is generated to close the wall geometry at the base, preventing open geometry at the bottom.

- **Bottom Material**

Material used for the bottom plane. This allows you to visually separate the bottom surface from the side wall if needed.

- **Regenerate**

Rebuilds the wall mesh using the current settings. Use this after changing parameters or terrain data.

# RELEASE NOTES

- **Version 1.0.0**
  - Initial release

## CONTACTS

If you have any questions or you are interested in our other products, please contact us.

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