# SAND SYSTEM PRO

F.A.Q.

1. For using our system at first you must to create, a new material used our shader. Alternatively, you can use a material, which used in our demo scene. Anyway, you need a material powered by "Doloro Ent/ Sand" shader.
2. After creating your material select your target unity's **terrain** and then click on "Gear" button on component called "Terrain" on inspector panel. Than opposite, a "material field" in drop-down list select a property "Custom".
3. Now drag and drop your new material to object field, which raised below.
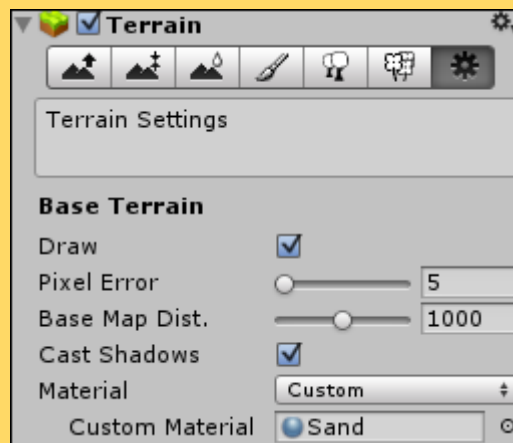
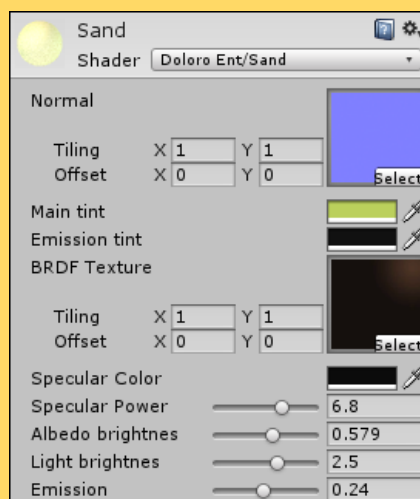4. Add to your terrain tag "**SSTerrain**".
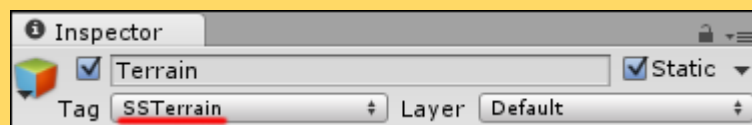
5. Now, select your **terrain** again. Then click on "Component" tab on top panel of editor and select "Mesh -> SSTerrain -> Raise Lower Terrain". Now you terrain can change after your player.
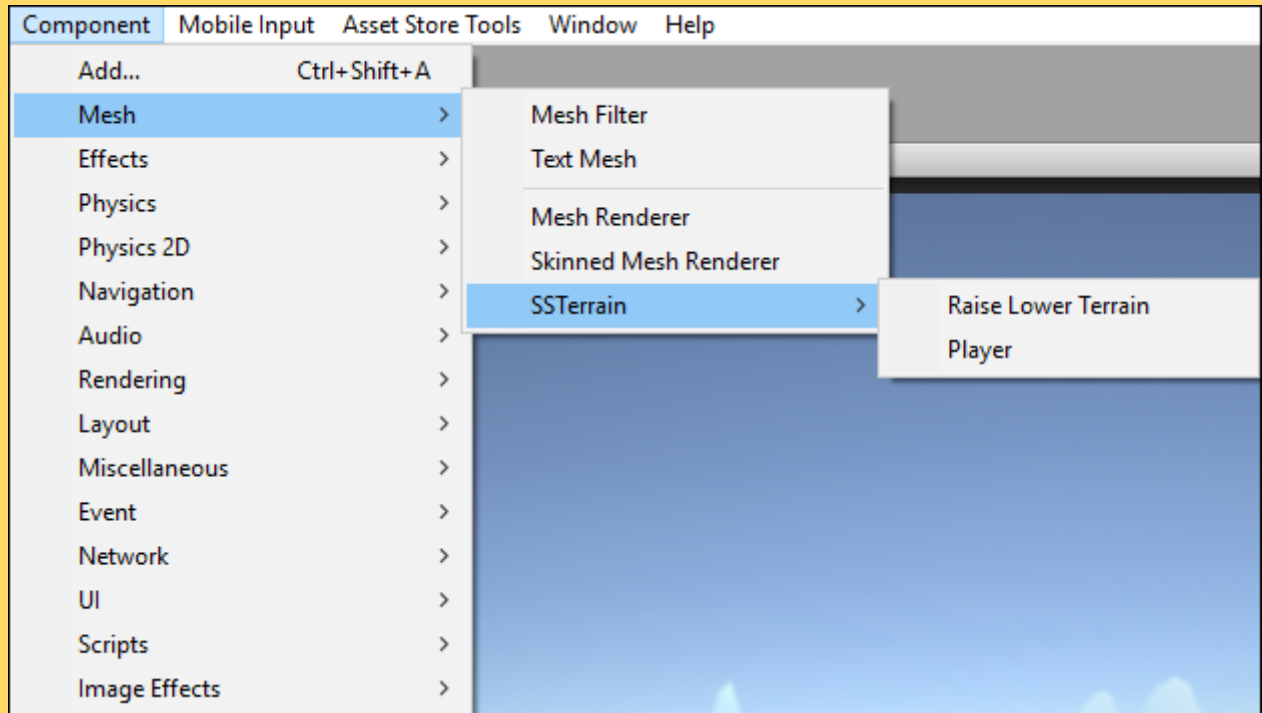
Attention! The performance of this script depends on the level of detail of the terrain.

6. Now your terrain have a component Raise Lower Terrain. Set your own
   a. Max depth
   b. Step distance
   c. Depth of the step

7. Select your **Player**. Click on "Component" tab on top panel of editor and select "Mesh -> SSTerrain -> Player".

8. In the last step, you must configure our **material**. However, we recommend using our material. It has already configured and work fine. But if you want to set your own values… then all field on material called definitely.

Good luck with your project!