SgtTerrainCubeMaterials

This component allows you apply one terrain material for each side of the cube.

NegativeX

The material applied to all terrain faces on the -X side.

NegativeY

The material applied to all terrain faces on the -Y side.

NegativeZ

The material applied to all terrain faces on the -Z side.

PositiveX

The material applied to all terrain faces on the +X side.

PositiveY

The material applied to all terrain faces on the +Y side.

PositiveZ

The material applied to all terrain faces on the +Z side.