

# SgtTerrainHeightmap

This component deforms the terrain using a heightmap.

## Heightmap

The heightmap texture using a cylindrical (equirectangular) projection.

## Encoding

The way the height data is stored in the texture.

## DisplacementMin

The height displacement represented by alpha = 0.

## DisplacementMax

The height displacement represented by alpha = 255.

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- 1. [Heightmap](#)
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