

# SgtMeshDisplacer

This component converts a normal spherical mesh into one displaced by a heightmap.

## OriginalMesh

The original mesh we want to displace.

## Heightmap

The height map texture used to displace the mesh (Height must be stored in alpha channel).

## Encoding

The way the height data is stored in the texture.

## InnerRadius

The mesh radius represented by a 0 alpha value.

## OuterRadius

The mesh radius represented by a 255 alpha value.

1. [SgtMeshDisplacer](#)
1. [OriginalMesh](#)

2. [Heightmap](#)

3. [Encoding](#)

4. [InnerRadius](#)

5. [OuterRadius](#)