

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.

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- 1. [NegativeX](#)
- 2. [NegativeY](#)
- 3. [NegativeZ](#)
- 4. [PositiveX](#)
- 5. [PositiveY](#)
- 6. [PositiveZ](#)