SgtTerrainMaterial

This component allows you to specify a particular material to use based on the side or level.

Material

The material that will be assigned.

AllSides

Apply this material to all sides?

RequiredSide

The side this material will be applied to.

LevelMin

The minimum LOD level this material will be applied to.

LevelMax

The maximum LOD level this material will be applied to.

1. SgtTerrainMaterial

- 1. Material
- 2. AllSides
- 3. RequiredSide
- 4. LevelMin
- 5. LevelMax

