

# Terrain Color

This component allows you to color the vertices of an SgtTerrain based on the vertex height and normal.

## Color

The color this component gives to the terrain's vertices.

## Height

The height required for this component to color vertices in local coordinate distance.

## Height Allowance

The +- height threshold/thickness of the coloring. For example, a Height value of 1 and a Height Allowance value of 0.1 means all vertices between 0.9 and 1.1 distance in local coordinates will be colored.

## Normal

This normal required for this component to color vertices in cosine coordinates. That is, 0 = flat etrrain, 1 = vertical slope.

## Normal Allowance

The +- normal threshold of the coloring.