

Terrain To Mesh API

To get access to the API add statement to a script file:

C# - `using VacuumShaders.TerrainToMesh;`

Javascript - `import VacuumShaders.TerrainToMesh;`

Static public class **TerrainToMeshConverter** offers functions for terrain conversion and maps exporting:

```
static public Mesh[] Convert(Terrain _terrain, TerrainConvertInfo _terrainConvertInfo)
```

- `_terrain` – Source terrain data.
- `_terrainConvertInfo` – `TerrainConvertInfo` containing all conversion data.

Function will return 'null' if

- `_terrain == null`
- Vertex count per chunk is more then 65.000

`TerrainConvertInfo` class public variables and methods

```
public int chunkCountHorizontal;
public int chunkCountVertical;

public int vertexCountHorizontal;
public int vertexCountVertical;

public bool generateUV;
public bool generateUV2;
public bool generateNormals;
public bool generateTangents;

public void Reset();
public int GetChunkCount();

public int GetVertexCountPerChunk();
public int GetVertexCountTotal();

public int GetTriangleCountPerChunk();
public int GetTriangleCountTotal();
```

- Terrain splatmap textures can be extracted by:

```
static public Texture2D[] ExtractSplatmaps(Terrain _terrain)
```

Function is available only in Unity 5.

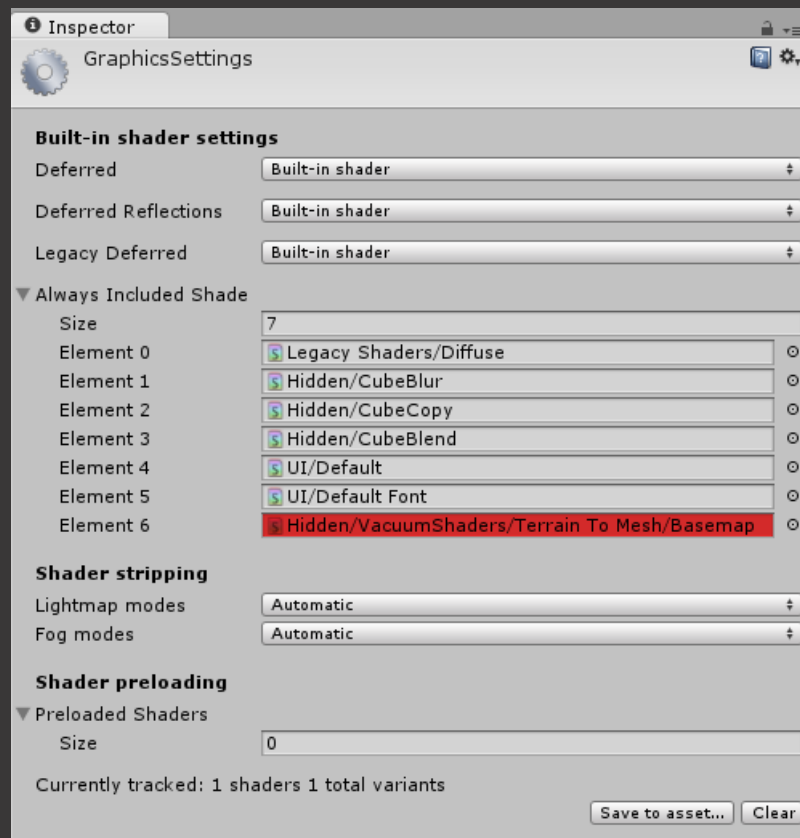
- Terrain basemap textures (diffuse and normal) can be extracted by:

```
static public void ExtractBasemap(Terrain _terrain, out Texture2D _diffuseMap, out Texture2D _normalMap, int _width, int _height)
```

Function is available only in Unity 5 and requires device with RenderTextures support.

_diffuseMap and _normalMap may be null if terrain has no such data.

If used by final build make sure to include **Hidden/VacuumShaders/Terrain To Mesh/Basemap** shader.



- Terrain heightmap textures can be extracted by:

```
static public Texture2D ExtractHeightmap(Terrain _terrain, bool _remap)
```

Function is available for Unity 4 and 5.

_remap – Remaps heightmap data to be inside [0, 1] range.

- Extracting trees:

```
static public GameObject ExtractTrees(Terrain _terrain)
```

Function is available for Unity 5.

Check Runtime scripts inside Example Scenes folder.