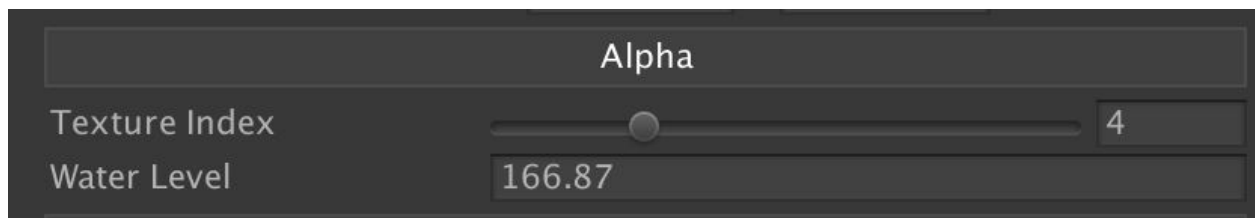# MicroSplat

Alpha Hole, Documentation

Overview

The Alpha Hole module adds features allowing you to clip out areas of your terrain. You may designate one of your textures for "Paintable" holes, or use a world height and clip everything below that height.

Shader Features

Enable Alpha Hole for paintable alpha, or Alpha Water Level for height based alpha.

When either or both features are enabled, a Alpha section is added to the UI. You can select the index of the texture which will be transparent, or adjust the "water level" for clipping here.

Physics Handling

MicroSplat does not provide scripts for handling physics. For most people's projects, this is simply a matter of creating a trigger which disables collisions between objects and the terrain while in the trigger area. A user posted an example of how to set this up, which is included on my gist:

https://gist.github.com/slipster216/f5caba13260b26f49242192b29983d86