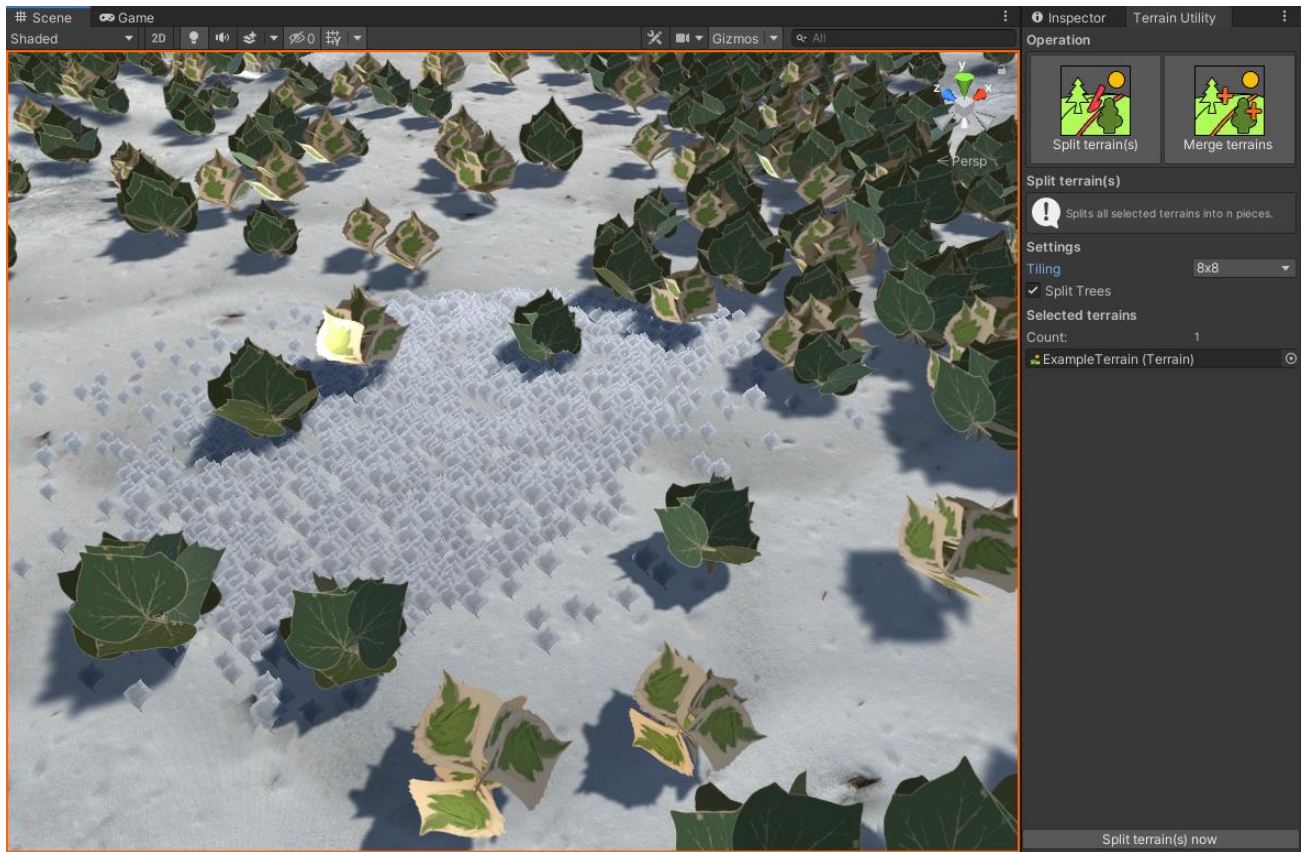


Terrain Split & Merge Utility



Version 2.1.2

Inhaltsverzeichnis

Introduction.....	1
Example	2
Features.....	2
Split Terrain(s)	2
Merge Terains.....	2
Common settings.....	2
Support.....	2
Changelog.....	3

Introduction

The Terrain Split & Merge Utility was created to simply split large terrains into pieces including trees and details. Also merging terrain pieces back together is handled. The focus was put on handling edge cases like up- and down sampling heightmaps and splatmaps when they get to small or large during split or merge process. This tool also supports merging terrains with different alpha- and splatmap resolutions. Merging pieces will also try to merge similar terrain layers to reduce the count of used layers.

Example

- Navigate to *Tools\JustAssets.TerrainTool\Terrain\ Example\Scene* and open *ExampleScene.unity*
- Open the terrain tool *Tools > Terrain > Terrain Utility*
- Select the **EXAMPLETERRAIN** in the scene
- Click on the **SPLIT TERRAIN(S)** button to show the options for the tool
- Click the **SPLIT TERRAIN(S) NOW** to start the process
- Afterwards you may click **MERGE TERRAIN(S)** and then select the just created terrains.
- Click **MERGE TERRAIN(S) NOW** to start the process

Features

Every feature will show you a short summary of what it will do. To actually execute the operation, you need to confirm it by clicking the button at the end of the dialog.

Split Terrain(s)

Click the **SPLIT TERRAIN(S)** button to split each selected terrain into n^2 pieces.

Tiling

N is 2, 4, 8, 16, 32, 64 or 128, which will result in correspondently 4, 16, 64, 256, 1024, 4096 or 16384 terrain pieces.

Split Trees

If set, trees will be copied to the created tiles.

Merge Terains

Click this button to merge n^2 terrain pieces (4, 16, 64, 256, 1024,...). Ensure that the pieces are aligned in a grid. The naming does not matter the location in space will be used to determine how to merge the terrains. If your terrain slices are using high resolution height or alpha maps the resolution will kept as long as it does not result in hitting the terrain engines upper limits. If a limit is hit, the maps are down-sampled in quality.

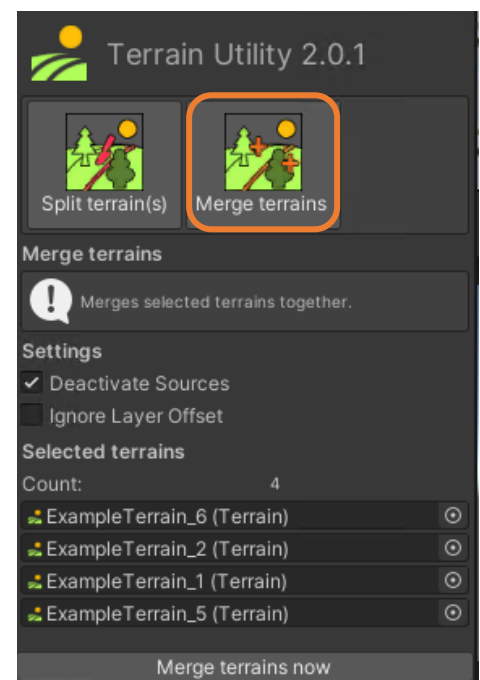
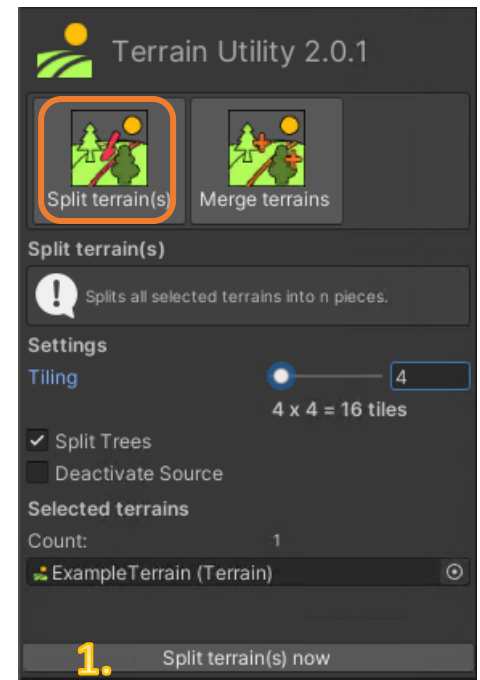
Common settings

Deactivate Source

It is activated by default and will deactivate the terrain game objects which were merged or split.

Support

If you experience a bug, please create a ticket [here](#) or write an e-mail with detailed description to support@justassets.de. Please provide the tools version, a stack-trace in case of an exception and steps to reproduce. Please attach a minimal example if it is required to reproduce the problem.



Changelog

Version 2.1.2

- Fixes exception when merging terrain slices exceeding the maximum valid height map size of 4097x4097.

Version 2.1.1

- Fixes incorrect terrain layer offsets when merging slices where no slice has a zero-offset.

Version 2.1.0

- Fixes exception when merging terrains with missing terrain layers
- Increases minimal Unity version to Unity 2020.3.48f1 (LTS)
- Adds rating dialog

Version 2.0.1

- Adds support for merging any square amount of terrain slices
- Adds support for cutting terrain into any square amount of slices

Version 1.5.1

- Fixes some errors when merging terrains with missing layers

Version 1.5.0

- Support merging terrain layers with different texture offsets to save memory

Version 1.4.0

- Adds support to merge slices with different terrain heights and y-offsets
- Adds link to costumer support page

Version 1.3.0

- Adds support to decimate terrain layers when merging terrains
- Fixes a bug just overwriting existing assets

Version 1.2.0

- Fixes crash when splitting in-memory terrain layers

Version 1.1.0

- Fixes bug when splitting terrains using layer size which are not $1/(2^x)$
- Fixes bug duplicating some trees

Version 1.0.0

- Initial release