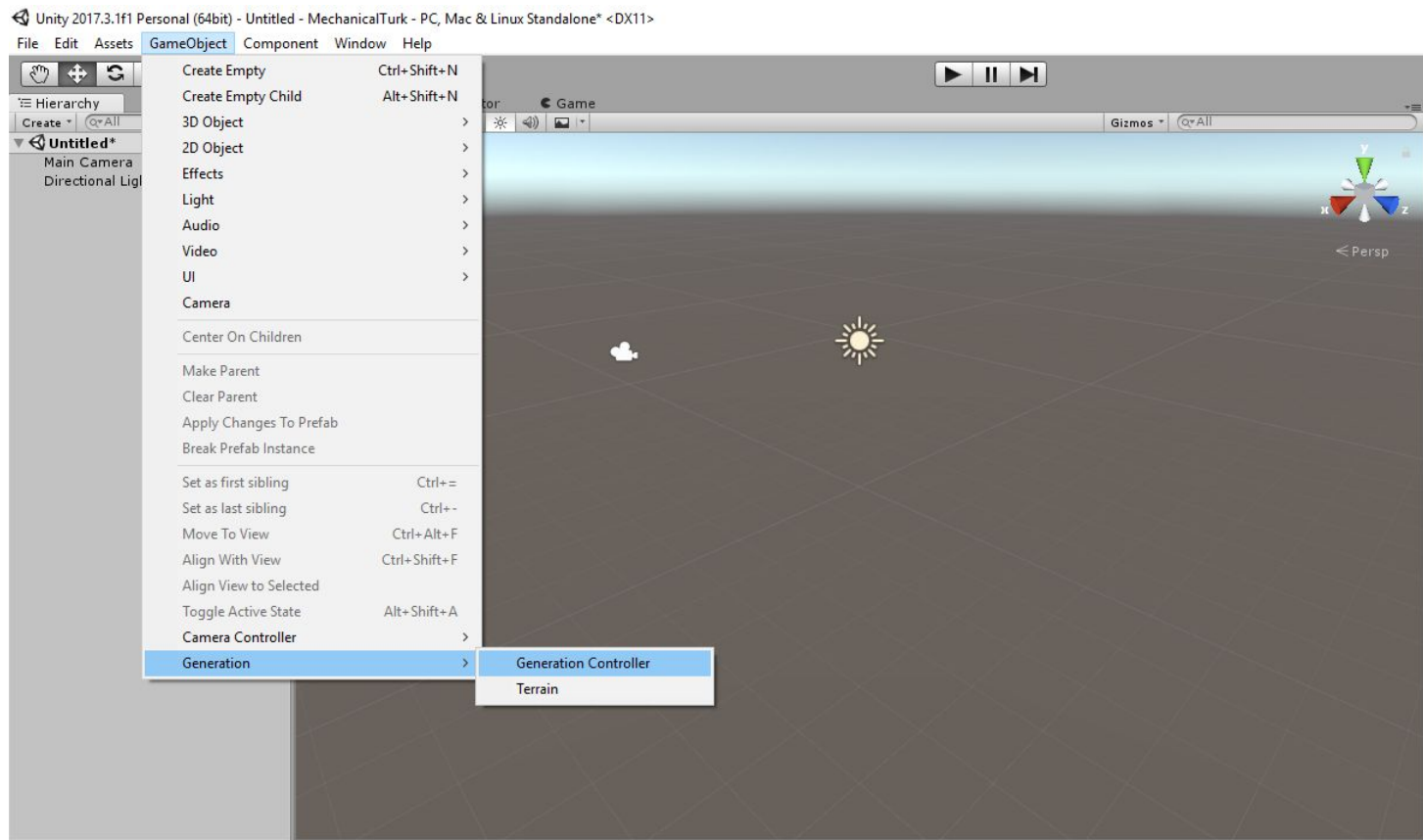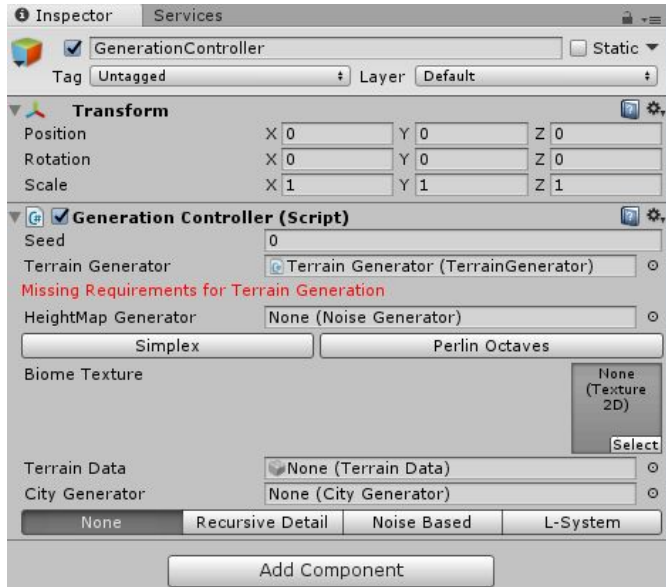# Using the Plugin

Generation Controllers handle the operations of all of the child generators.

Generation Controller Setup

1. Assign a HeightMap Generator by selecting either "Simplex" or "Perlin Octaves".
2. Assign a TerrainData asset reference.
    a. It is recommended that the associated Terrain is a child of the Terrain Generator.
3. Select a City Generation Algorithm (Recursive Detail, Noise Based, or L-System)

Terrain Generator Customization
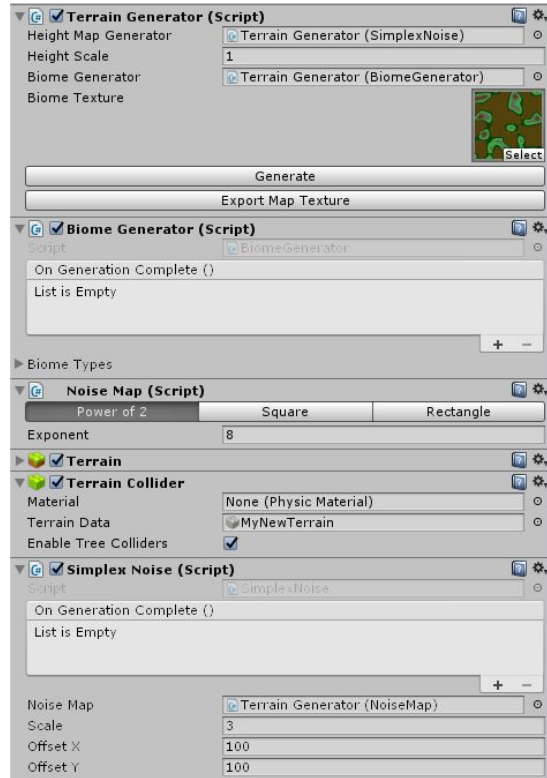
- Additional Biome Types and Elevation Ranges
- Export Generated Map Textures
- Bind additional events to generation completion.
- Change the assigned TerrainData
- Customize the HeightMap Generator's settings.

City Generator Setup and Customization
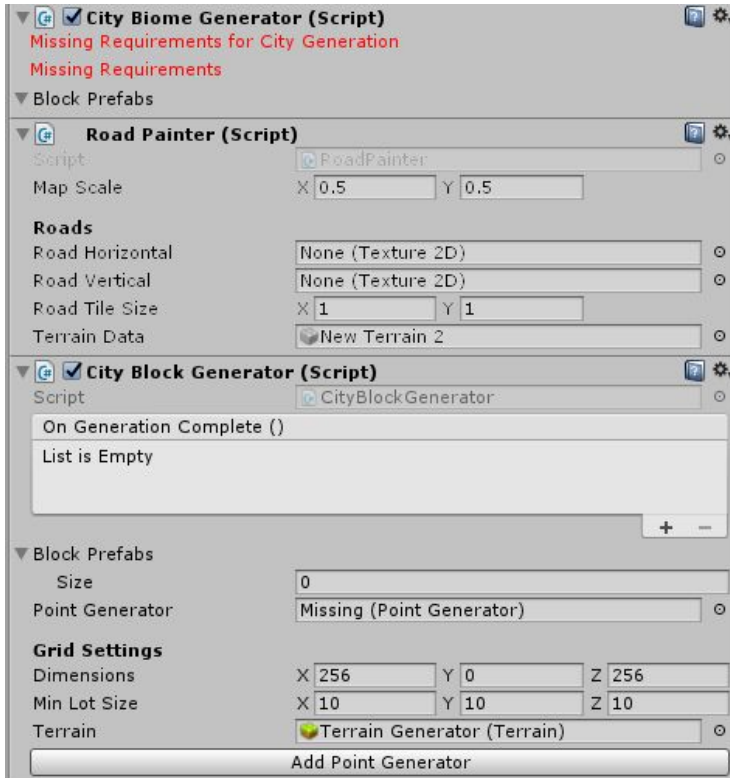
1. Assign Road Textures.
2. Assign City Block Prefabs
   a. Any GameObject can be added to this.
3. Optional: Add a Point Generator

Custom City Districts and Blocks

- Add a *City Block Generator Component* to any object you wish to spawn.
- *Block Prefabs* can hold any number of prefabs to be considered during generation.
  - If a spawned prefab is also a block generator, it will also attempt to populate its designated sub-area.
- *Min Lot Size* is used for selective block population.
- Add a *Road Block Designer Component* if you also want roads to be drawn