

Terrain Color

This component allows you to color the vertices of an SgTerrain 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 terrain, 1 = vertical slope.

Normal Allowance

The +- normal threshold of the coloring.