Terrain Split & Merge Utility

Version 1.0

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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.

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
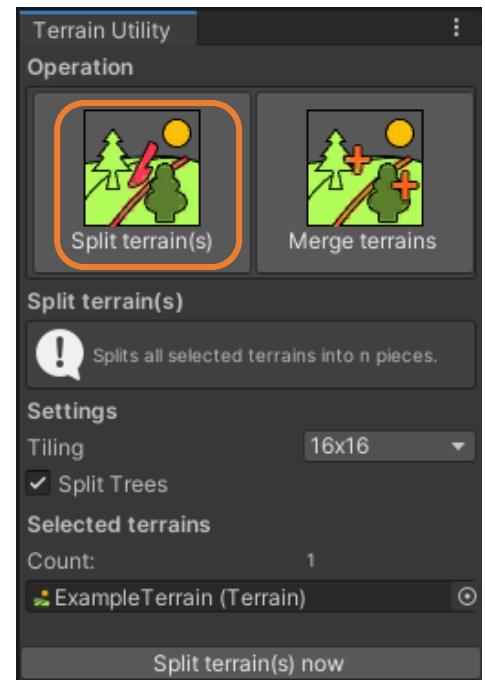
Features

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 n² 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 n² 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.
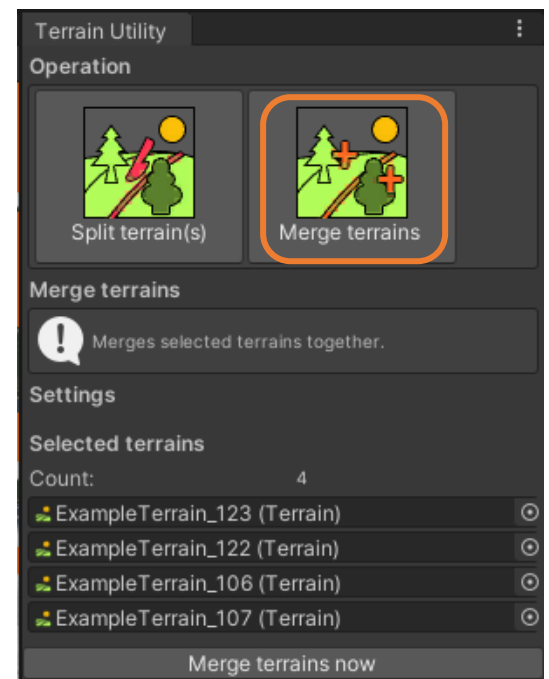
Support

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 1.0.0

- Initial release