

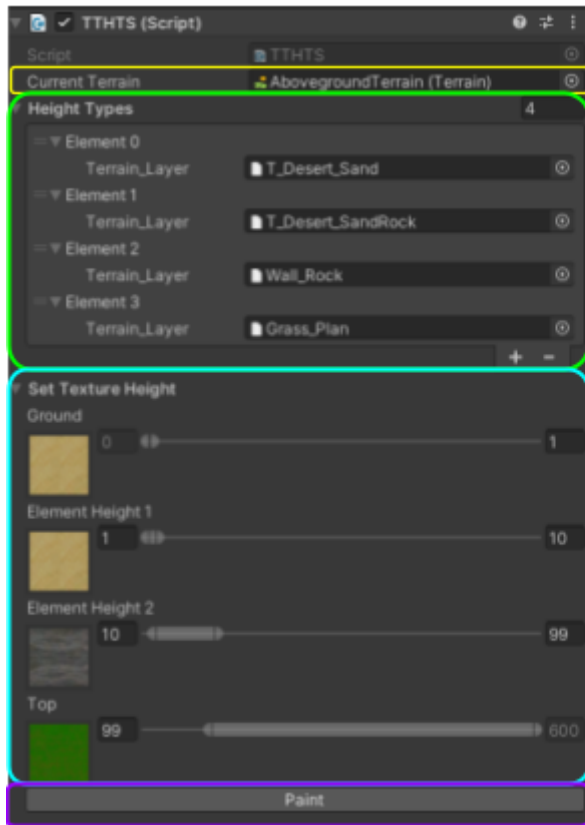
Terrain Texture by Height Tool

Short guide to get your started

How to setup the Terrain Texture by Height Tool

1. Add the **TTHTS script** to an **Empty Object** or an **Object** in **Hierarchy**. It doesn't matter which object you add TTHTS script to,
2. Select the **Unity Terrain** you want to paint on,
3. Drag **Unity Terrain** object from the **Hierarchy** to the **Current Terrain** variable under the **TTHTS script**,
4. Create or add in your desired **Unity Terrain Layers** you want to use on the **Unity Terrain**. Terrain Texture by Height Tool package contains 6 premade Unity Terrain Layers available for all users to use as they see fit,
 - a. A guide on how to create **Unity Terrain Layers**:
<https://learn.unity.com/tutorial/texturize-terrains-with-materials#5fbd5bafedbc2a100385fb18>
5. Add the desired number of **Unity Terrain Layers** you like to use to the **Height Types** variable.
6. **Height Types** list will update and is where you will put **Unity Terrain Layers** that you want the Terrain Texture by Height Tool to paint onto your terrain,
7. Set the desired heights of each terrain layers on the **Set Texture Height** list under the TTHTS script,
8. Setup is completed

Introduction to Terrain Texture by Height Tool Panel



Set Current Terrain: The Unity Terrain you want to paint

Set Height Types: This is a list of the Terrain Layers that will be on the Current Terrain

- Add the desired number of Terrain Layers you like to use
- Select the desired Terrain Layers you like to use
- Gives the flexibility of rearranging Terrain Layers order

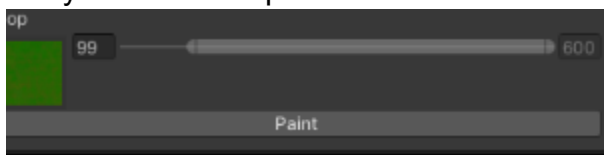
Set Texture Height: Where each layer should go based off heights on the Current Terrain

- Left float value is where that layer starts
- Right float value is where that layer ends
- The slider is visual representation of how much each layer takes up.
- Ground always starts at 0 and Top stops on your terrain current height value in terrain's settings.

Click Paint button: Paints the terrain the layers you set

How to use the TTHT in the editor

Once you correctly set up the TTHTS script, click the paint button and you should now see your terrain is painted.



How to use the TTHT at runtime

The Unity terrain paint settings will go back to what it was after you end runtime. The demo provided shows it at work using ModifyTerrain script to access the TTHT functions to manipulate the terrain color based on height at runtime.

Script Reference

Using TTHT

TTHTS	
Variables	Description
currentTerrain: Terrain	Stores the terrain that will be modified
HeightTypes : List<THTT.HeightType>	Stores data need to know how the terrain should be painted
Methods	Descriptions
Void PaintNow()	Starts the StartPaint Coroutine
IEnumerator StartPaint()	Paint the current terrain based on the height at given grid cell size of 1 by 1 units of the terrain.
IEnumerator PaintDuringPlayMode()	Optimize to be able to run during playmode to save all the height spots of the terrain during the first paint, so it won't have to during the next paint jobs

HeightTypes	
Variables	Description
Terrain_Layer: TerrainLayer	Stores the texture that you want at that height
StartHeight: float	Set the height on where you want it to start from Never want to set the HeightTypes[0] because it should always be zero

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