# MicroSplat

Terrain FX Painter

Overview

The terrain FX painter can be used to paint various custom MicroSplat control textures onto the terrain. Depending on which modules you have installed, you can paint Tint maps, Snow coverage, Wetness, Puddles, Streams, Lava, Scatter, or Biome masks for the procedural texturing module. If the 256 texture module is installed, it is used to paint the actual terrain as well.
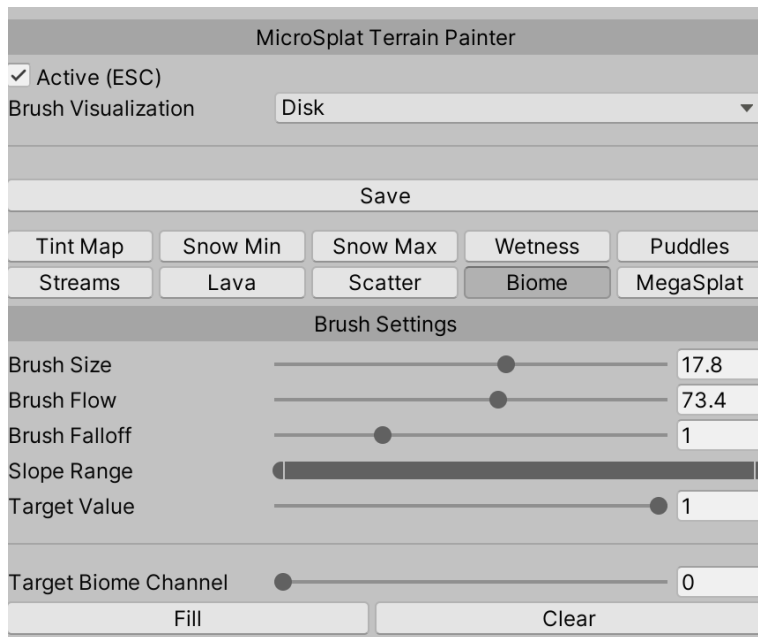
To begin, select all the terrains you wish to paint on. Note that you can put all terrains below a parent object and select that instead of selecting each terrain individually. All operations will work on all selected terrains at the same time. Select the tab you wish to paint. Note that if

the corresponding feature is not turned on in your shader, a warning will be shown and no controls will appear.

If backing textures for the effect have not been created and assigned to the terrain component already, the painter will ask if you want to create them. Note that textures will be named <yourTerrainName>_<featureextension> and created in the MicroSplatData directory.

If you have already created textures for these features and assigned them, the terrain painter will check their format and ask if you want to fix them if they are setup incorrectly. Also of note, Unity can only correctly save .TGA files to disk, so if the texture is of a different source format, it cannot be saved.

Common Controls

You can activate and deactivate the painting system with the active toggle, or use the Escape key to quickly toggle it. You can also change the visualization of the brush between a disc or sphere.

Please note the **SAVE** button. You will need to press it when you are done painting, otherwise your work may not be saved.

Below it, you will find controls to adjust the brushes size, flow rate, and falloff curve. There is also a "Slope Range", that can be used to filter painting based on the angle of the terrain - this is very useful for things like puddles, which want to only appear on flat terrain. Note that slope range is respected for things like Fill operations as well, allowing you to quickly fill areas in certain slope ranges.

Depending on which mode you are in, a target value or color is available. For many effects, changing the target value to 0 is the equivalent of making an erase brush.

Finally, there is a fill button to fill the terrain with the current parameters, or a clear button to clear the current effect from the terrain.