

Undergrowth Areas

This kind of objects defines a vegetated surface on a terrain.

- **Material:** undergrowth material that will be used by the area.
- **BlendType:** Add means the area will have vegetation, sub means the area will remove it from already vegetated surface.
- **MaxInfluence:**
- **FadeBorder:** distance to the border of the area from which the influence will start to fade out.
- (Only for circle areas)
 - **Center:** 2D vector defining the position in the terrain.
 - **Radius:** real number defining the radius of the circle.
- (Only for polygon areas) **Edit Points:** pressing this button will start the polygon edition mode. More on this mode [here](#).

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/undergrowth_areas

Last update: **2012/11/04 16:42**

