

# Height Contour Decal

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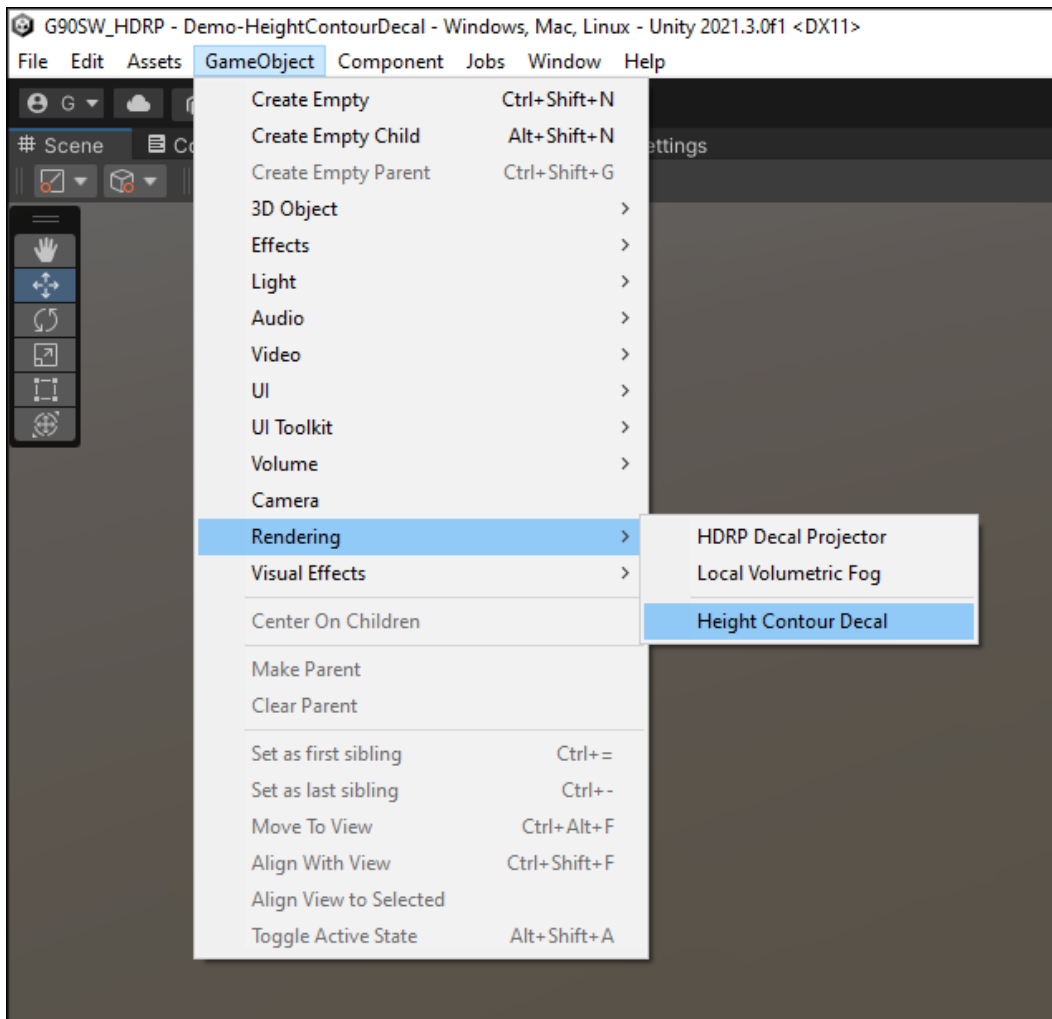
Thank you for purchasing this package, I hope it will be useful for your projects!  
If you like it or have a suggestion, please leave a review on the store page.  
**The reviews really help a lot!**

You can access the latest version of this documentation here:

<https://gen90software.com/heightcontourdecal-documentation.pdf>

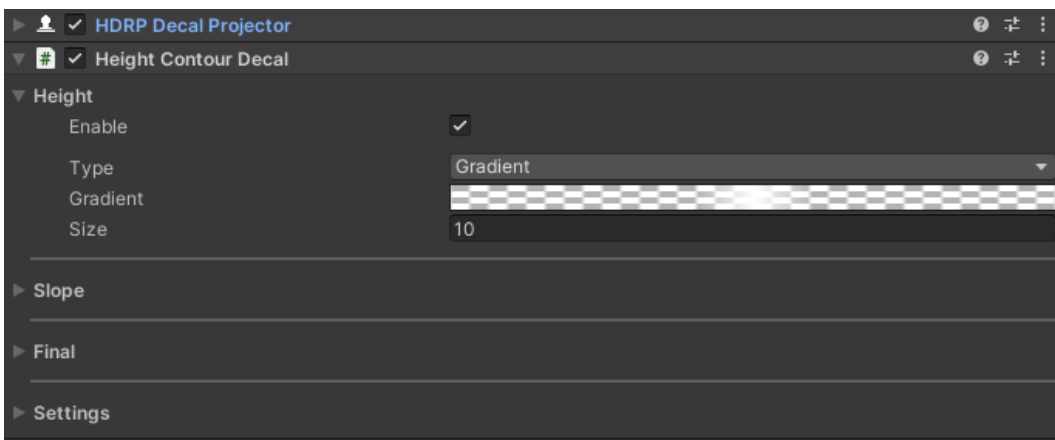
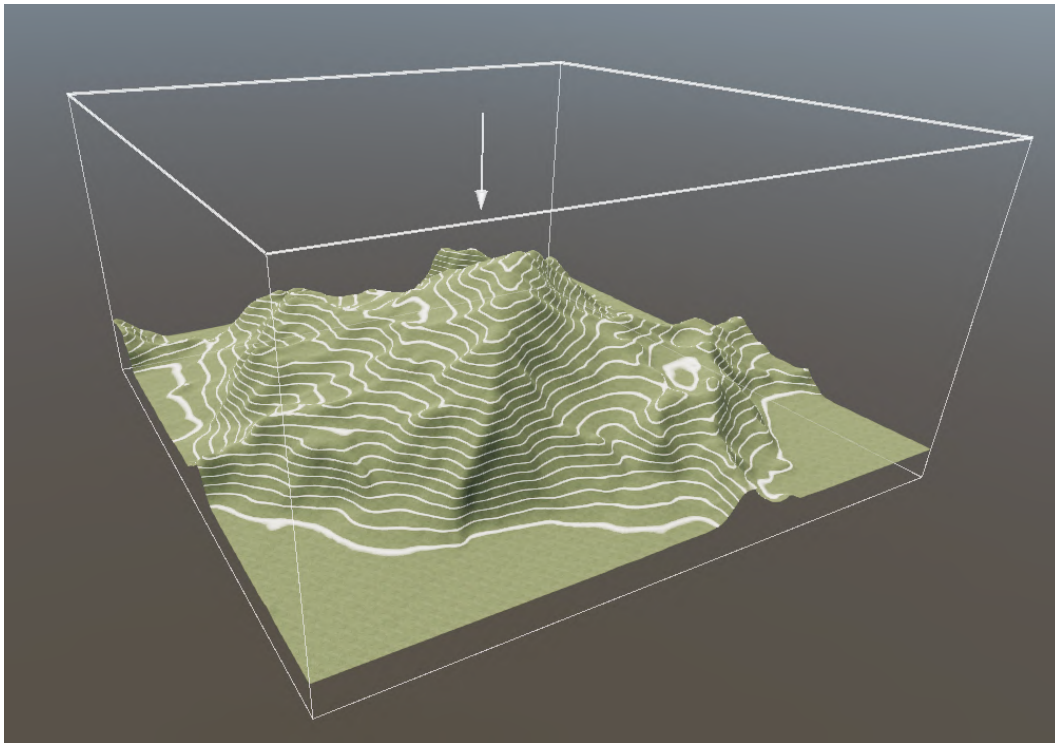
## GETTING STARTED

Height Contour Decal gameobject can be add from:  
**GameObject** → **Rendering** → **Height Contour Decal**



On the other hand, if you want to add it to an existing gameobject, use:  
**Add Component** → **Rendering** → **Height Contour Decal**

**Place and scale** it above the terrain, making sure the terrain fits within the decal's projection zone. Use the inspector to **customize** its appearance.

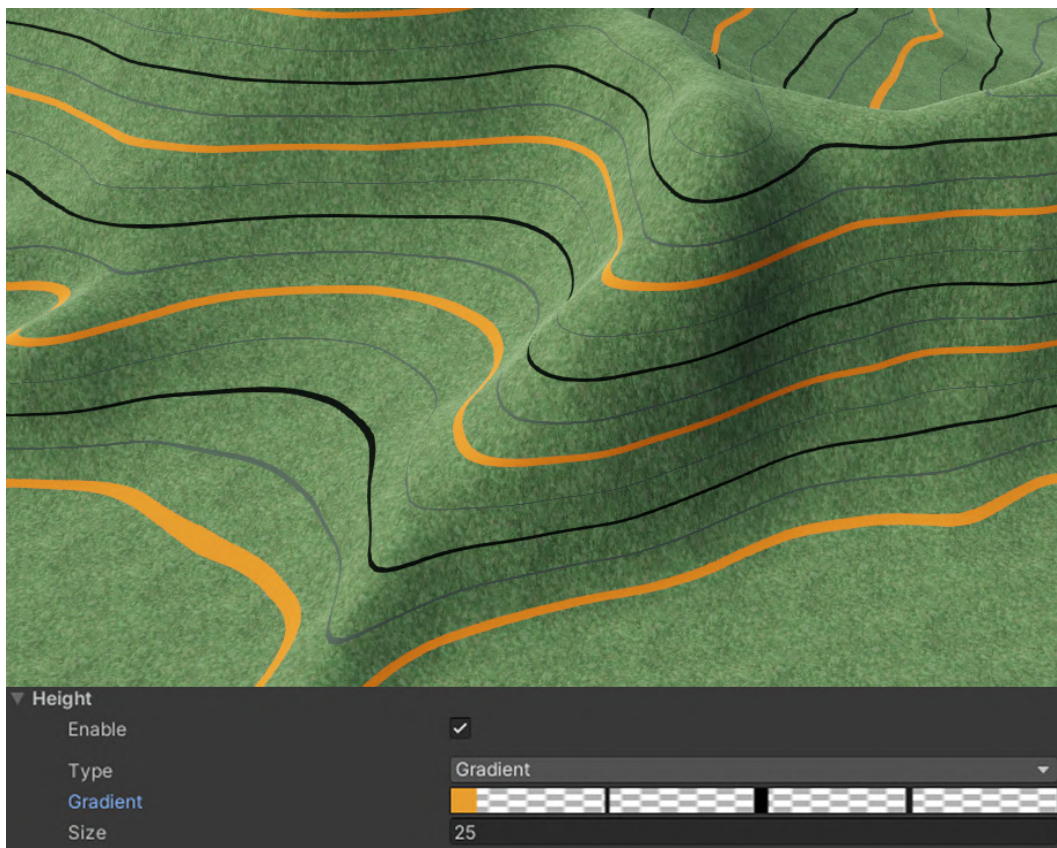


# PROPERTIES

- **Height**

Customize the appearance relative to height data.

- **Enable**  
Enable/Disable colorize by height feature.
- **Type**  
Select the assign type of height colorization. In texture mode you can use a vertical gradient texture that was created with other software.
- **Size**  
Adjust the pattern repeating size.



- **Slope**

Customize the appearance relative to steepness data.

- **Enable**

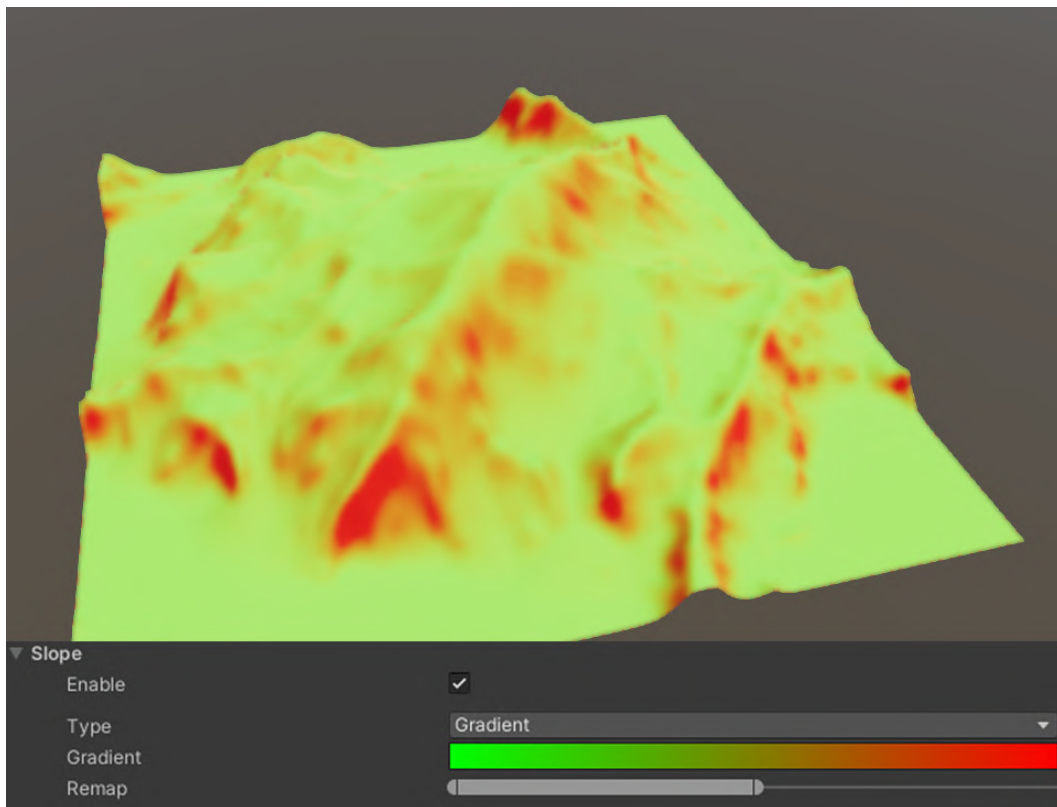
Enable/Disable colorize by slope feature.

- **Type**

Select the assign type of slope colorization. In texture mode you can use a vertical gradient texture that was created with other software.

- **Remap**

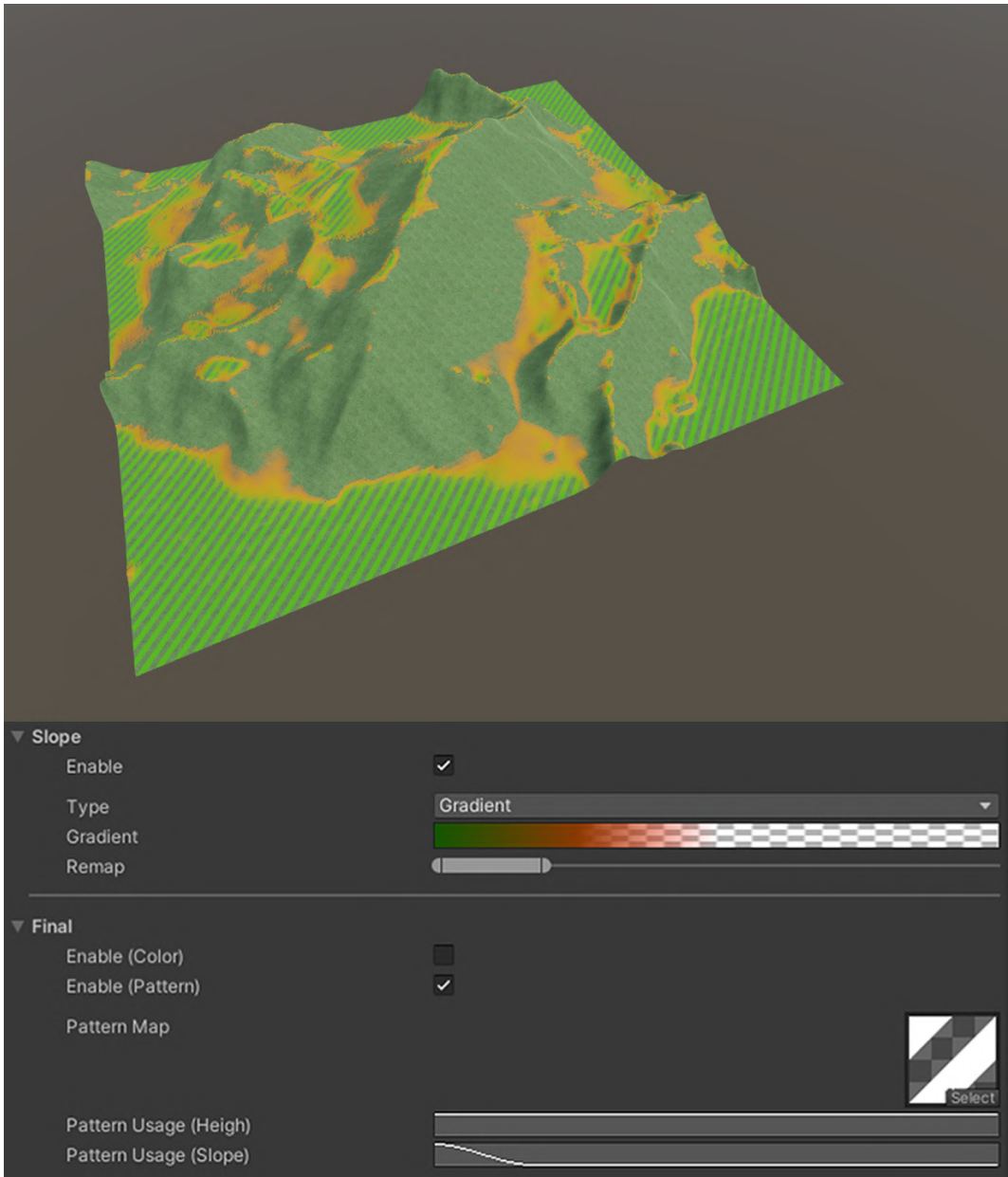
Remap the steepness value before using it.



- **Final**

Customize the appearance of the entire area.

- **Enable (Color)**  
Enable/Disable final colorize feature.
- **Enable (Pattern)**  
Enable/Disable final pattern feature.
- **Final Color**  
Recolor the decal with this color. The blending is multiplicative.
- **Pattern Map**  
Recolor the decal with this texture. The blending is multiplicative.  
To set tiling and offset use the Decal Projector component properties.
- **Pattern Usage (Height)**  
Control final pattern blending by height.  
0: Not use pattern  
1: Use pattern
- **Pattern Usage (Slope)**  
Control final pattern blending by slope.  
0: Not use pattern  
1: Use pattern

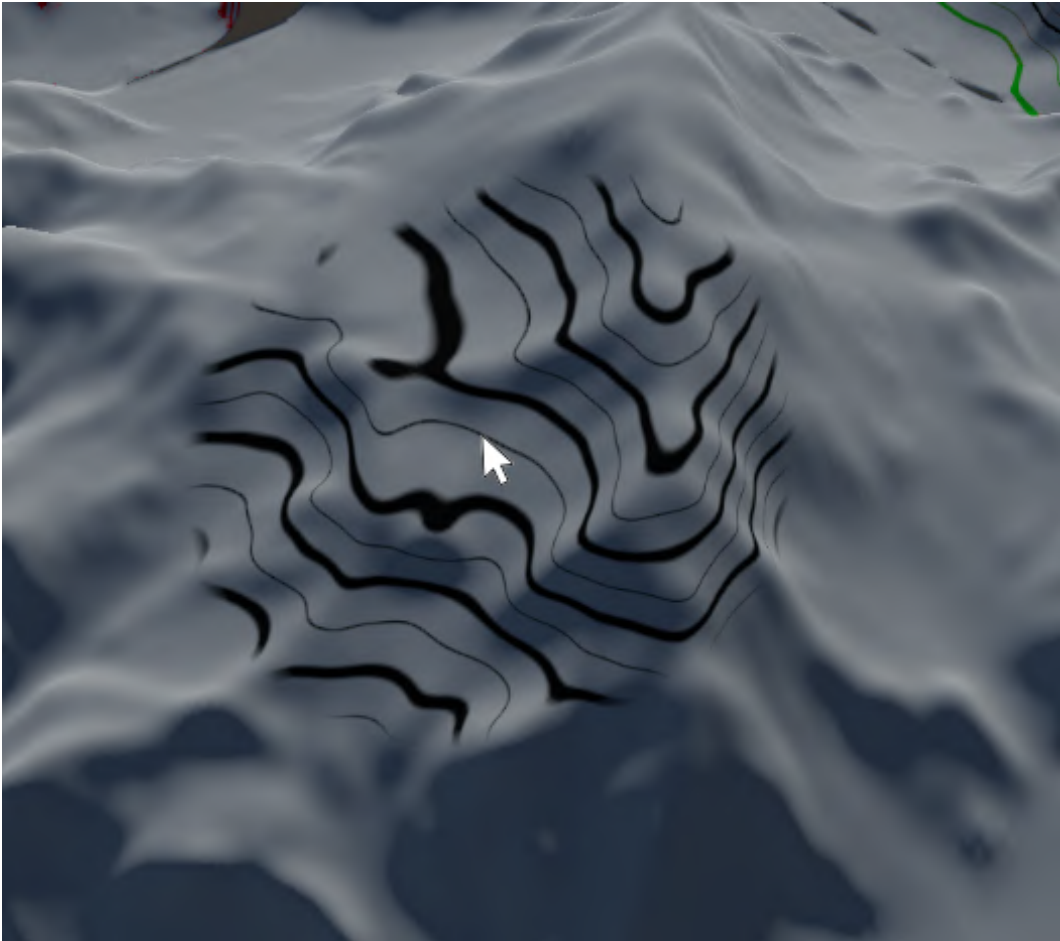




- **Fade Area**

Show the effect only in the cursor's area. The cursor position data must be set from a script. More info below at the [Additional Features](#) section.

- **Enable**  
Enable/Disable fade area feature.
- **Area Min**  
Set the inner radius of the fade area in the world unit.
- **Area Max**  
Set the outer radius of the fade area in the world unit.



- **Settings**

Other operating settings.

- **Resolution**

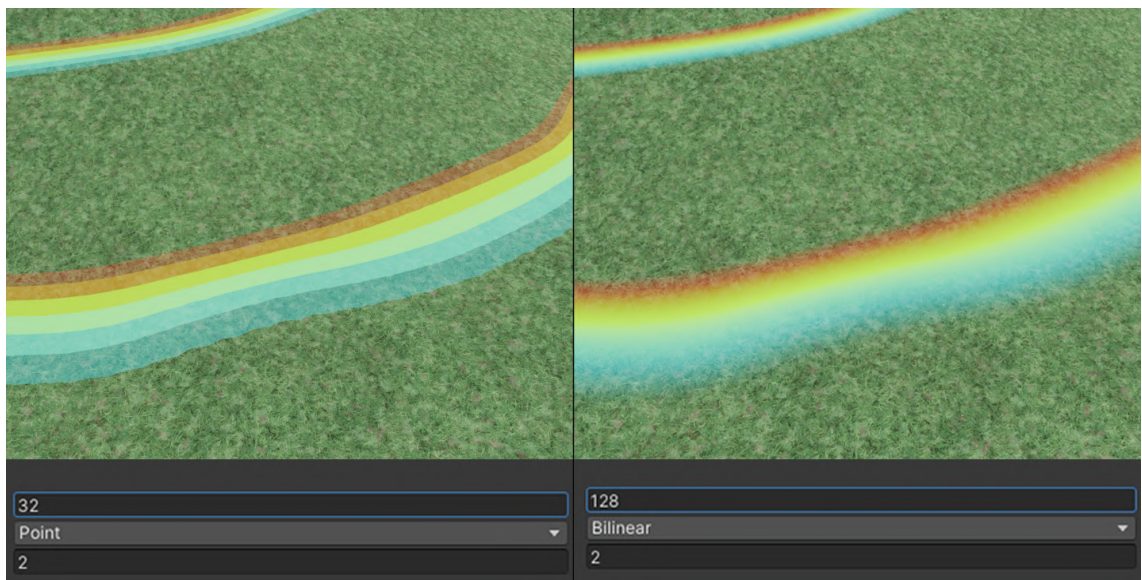
Resolution of the created texture when using Gradient Type height/slope.

- **Filter Mode**

Filtering of the created texture when using Gradient Type height/slope.

- **Aniso Level**

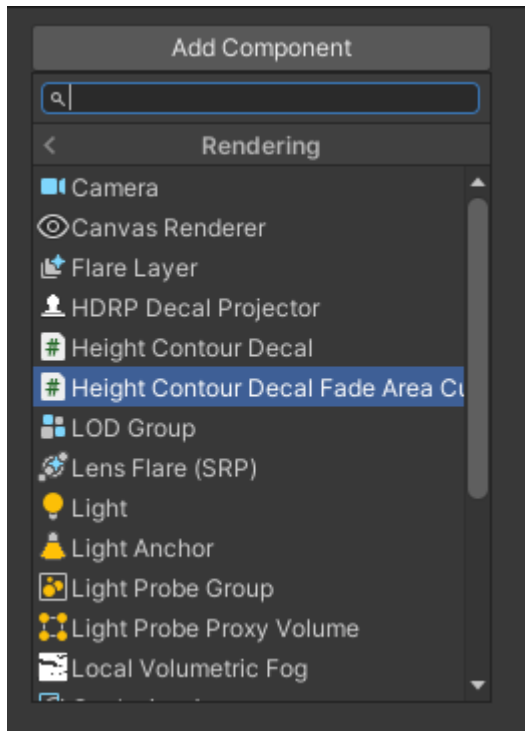
Anisotropic filter level of the created texture when using Gradient Type height/slope.



## ADDITIONAL FEATURES

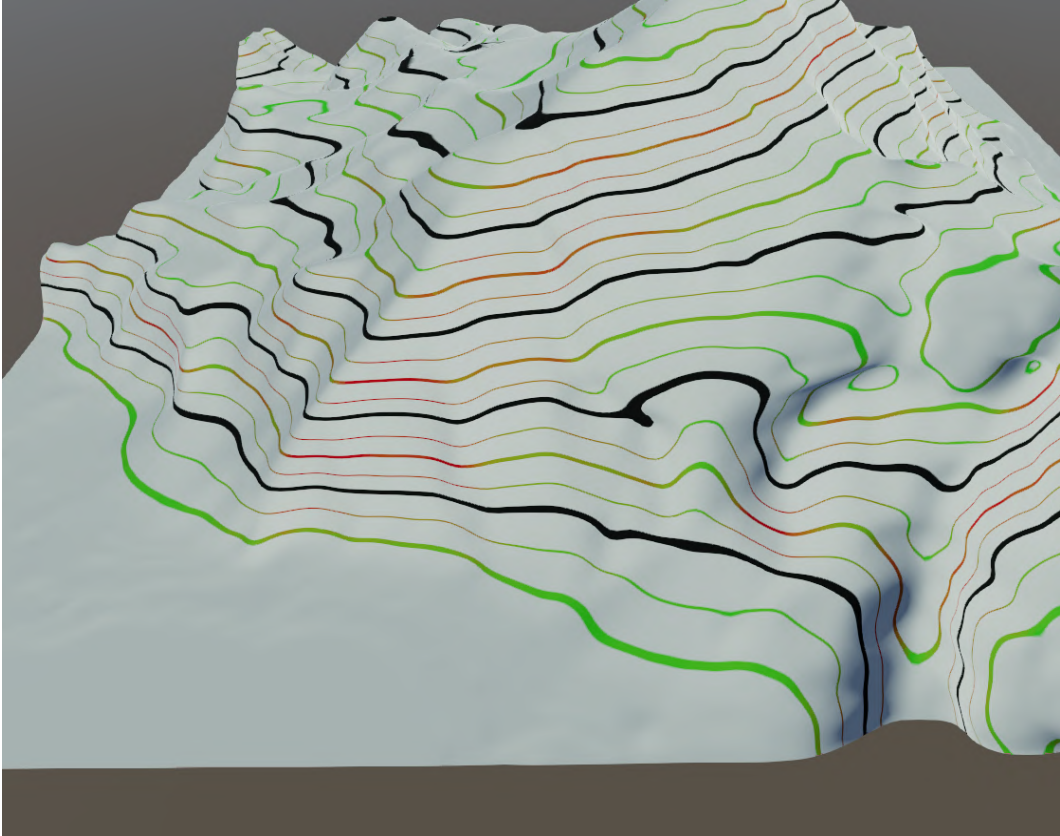
- **Show only cursor area**

Add a **Height Contour Decal Fade Area Cursor** component to your game camera. This provides cursor position data for decals, if you want to use the **Fade Area** feature.



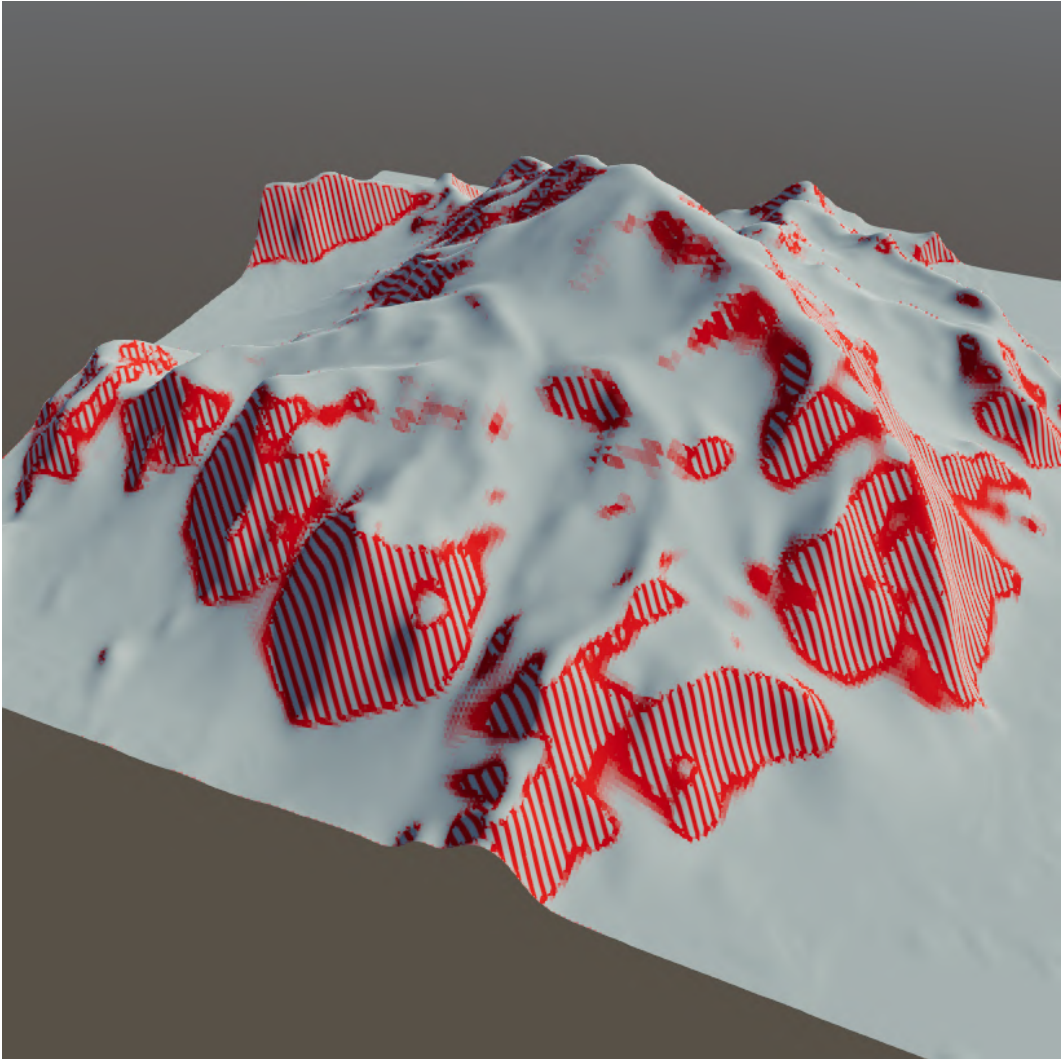
## BEST PRACTICES

- **Visualize height and slope at the same time**  
Enable slope feature to recolor the height lines.



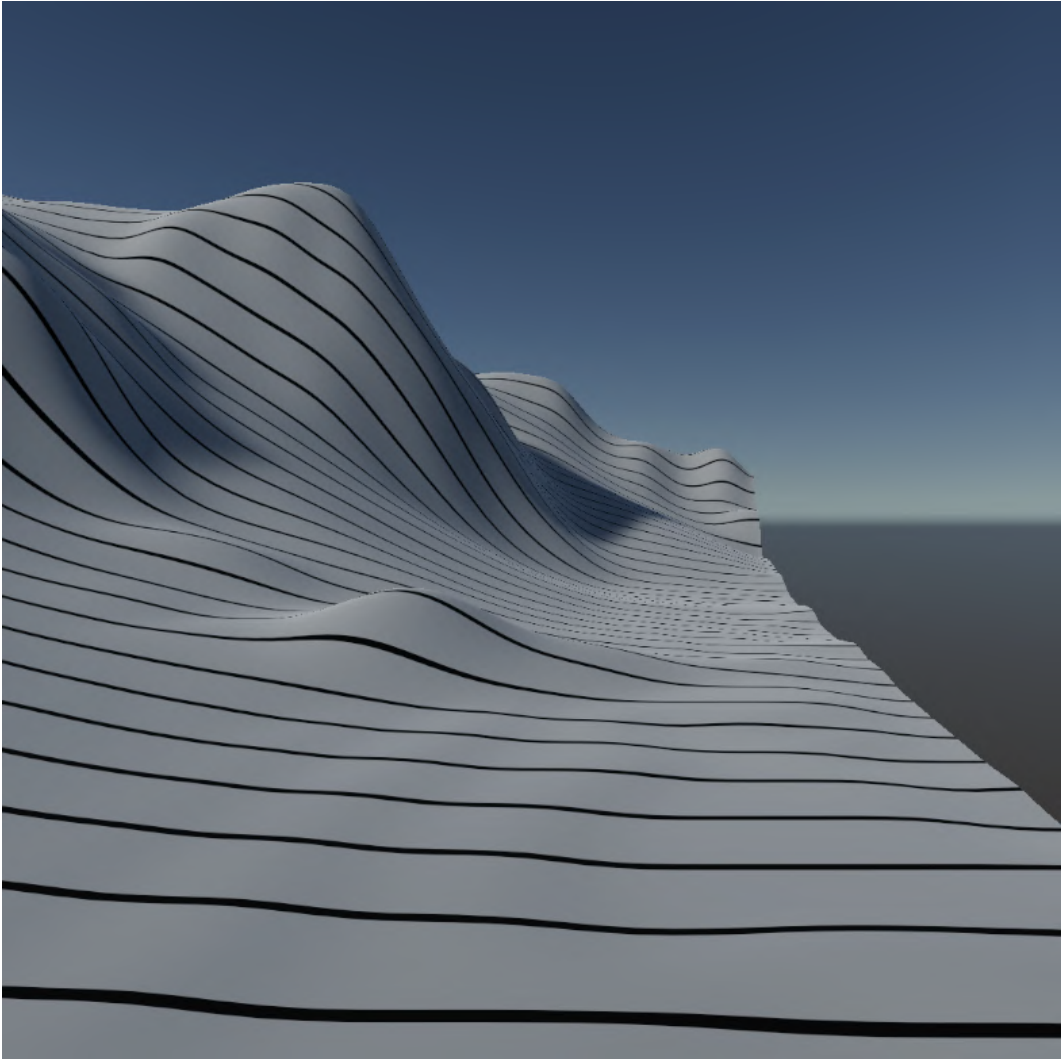
- **Show the unavailable zones**

Use the slope function to color steep zones and fade flat zones. You can also add a pattern texture.



- **Show the distance**

Attach a Height Contour Decal to a camera, and rotate it to the same direction. If you use the height feature, the decal will show the camera depth.



## RELEASE NOTES

- **Version 1.0.0**
  - Initial release
- **Version 1.0.1**
  - Fixed: Small bugs
  - Update: Documentation links
- **Version 1.1.0**
  - Added: Show only cursor feature
  - Update: Documentation email

## CONTACTS

If you have any questions or you are interested in our other products, please contact us.

Website <https://gen90software.com/>

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