PNTD Rocks Substances & Materials Docs

PolyLabs | version 1.1 | support@polylabs.co

Package Overview

This package contains Substance3D materials *and* Unity materials. Substances can be used in Unity by installing the **Substance3D for Unity** package on the Unity Asset Store.

This documentation is also a reference guide for modifying the Susbtances via script, with the parameters and their ranges.

> Substances are procedural materials that allow developers to change the look and feel of materials at runtime, or even give them the ability to quickly customize materials before statically rendering the bitmaps.
>
> At the time of writing this documentation, the plugin is currently only in beta, so please take caution installing it, and see the next section if you're experiencing issues using the .sbsar files inside Unity.

Preset Files

All .sbsar files have presets built-in, though at the time of writing, the Substance3D for Unity plugin does not support reading these presets. As an alternative, a `presets` folder is included with each .sbsar file that contains the various presets that can be applied to the Susbtances.

URP Support

This asset contains a `Materials_URP.unitypackage`. When using the URP, make sure to uncheck imports for the `Materials` and `MaterialsExample` folder, and to include the unitypackage. Once imported, open the unitypackage to import the converted materials into the asset folder.

Helper Consts File

This package contains a helper C# file under the namespace `PolyLabs.PNTD.Rocks`. The classes within the namespace correspond to the Substance names, and each const is a helper string for accessing a property of the Substance. To help you as you code, docstrings are provided detailing the property type, description, and value ranges where applicable.

Baking Static Images from .sbsar Files

If you're having trouble utilizing Substances in Unity, or don't want to use the Substances in your project, you can still customize the materials and export bitmaps using Adobes free Substance Player.

Sbsar Materials Reference:

basalt_column_floor

Consts: `PolyLabs.PNTD.Rocks.basalt_column_floor`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	The amount of patterns on the x and y axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Rock Scale Random	rock_scale_random	The randomness of the scale of each hexagon.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rocks Random Mask	rocks_random_mask	Randomly start removing the hexagonal rocks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1

Position				Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.05 Min: 0 Max: 0.2 Clamped: True
Rocks Height Variance	rocks_height_variance	The height variance of the rocks at random.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
				Default:

Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

basalt_columns

Consts: `PolyLabs.PNTD.Rocks.basalt_columns`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.05 Min: 0 Max: 0.2 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 10 Min: 1 Max: 32 Clamped:

				True
Enable Lava Switch	enable_lava_switch	If the lava effect should be enabled or not. Set to false when not in use to get a slight performance bump.	Int	Boolean 1
Lava Color	lava_color	The gradient color of the lava	Int	Enum Default: 1 Enum Values: 1: Red Orange 2: Blue 3: Green 4: Red 5: Custom Color
Lava Custom Color	lava_custom_color	Specifies a custom color for the lava. The lava color option must be set to custom first.	Float4	
Lava Level	lava_level	The amount of lava flooding.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Lava Edge Strength	lava_edge_strength	The sharpness of the cutoff between the lava and material.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

cavernous_ore_vein

Consts: `PolyLabs.PNTD.Rocks.cavernous_ore_vein`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic

				Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 6 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The number of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 12 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Rock Ore Type	rock_ore_type	The type of ore deposit on the rock	Int	Enum Default: 1 Enum Values: 1: Gold 2: Silver 3: Coal 4: Iron 5: Oxidized 6: Lapis Lazuli
Ore Vein Type	ore_vein_type	Whether the ore vein should appear as streaks or speckles	Int	Boolean 1
				Default:

Ore Vein Pattern Amount	ore_vein_pattern_amount	The amount of ore streaks or speckles to show.	Int	Default: 64 Min: 1 Max: 64 Clamped: False
Ore Vein Rotation	ore_vein_rotation	The rotation of the ore veins	Float	Default: 0.12 Min: 0 Max: 1 Clamped: False
Vein Length	vein_length	The length of the ore veins	Float	Default: 0.61 Min: 0 Max: 1 Clamped: True
Vein Thickness	veins_thickness	The thickness of the ore veins	Float	Default: 0.27 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.1 Min: 0 Max: 0.2 Clamped: True
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

cavernous_rock

Consts: `PolyLabs.PNTD.Rocks.cavernous_rock`

Label	Identifier	Description	Type	Notes

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.2 Min: 0 Max: 0.2 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis	Int	Default: 6 Min: 1 Max: 12 Clamped: True
Rock Pattern Y	rock_pattern_y_amount	The amount of patterns on the y-axis	Int	Default: 6 Min: 1 Max: 12

Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y axis.	Int	Max: 12 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True

Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.04 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

cavernous_rock_gemstone

Consts: `PolyLabs.PNTD.Rocks.cavernous_rock_gemstone`

Label	Identifier	Description	Type	Notes
				Enum

Rock Type	rock_type	The type of rock color to use with this material.	Int	Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.1 Min: 0 Max: 0.2 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis	Int	Default: 6 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 12 Clamped: True

Enable Gemstone	enable_gemstone_switch	Determines if the gemstone should be enabled.	Int	Boolean 1
Gem Type	gem_type	The color and feel of the gemstone.	Int	Enum Default: 2 Enum Values: 1: Diamond 2: Sapphire 3: Emerald 4: Ruby 5: Lapis Lazuli 6: Onyx
Gem Shape	gem_shape	The shape of the gemstones.	Int	Enum Default: 1 Enum Values: 1: Natural 2: Cubic 3: Quartz
Gemstone Amount	gemstone_amount	The amount of gemstones to show.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Gemstone Scale	gemstone_scale	The scale of the gemstones.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Scale Variation	gemstone_scale_variation	The size variation in the gemstones.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Gem Roughness Position	gem_roughness_position	The roughness property of the gemstone. Increase to make the gems appear less reflective.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Presence Threshold	gemstone_presence_threshold	How much should the gemstones prefer only to appear in the cevaces of the material?	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Mask Random	gemstone_mask_random	Randomly remove the gemstones from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True

Gemstone Height Offset	gemstone_height_offset	The overall height of the gemstone compared to the underlying material.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
				Default: 0.29

Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

desert_basalt_column_floor

Consts: `PolyLabs.PNTD.Rocks.desert_basalt_column_floor`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.68 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	The amount of patterns on the x and y axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Rock Scale Random	rock_scale_random	The randomness of the scale of each hexagon.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rocks Random Mask	rocks_random_mask	Randomly start removing the hexagonal rocks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock				Default: 5

Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Rocks Height Variance	rocks_height_variance	The height variance of the rocks at random.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Enable Sand	enable_sand_switch	Enables the sand effect. When not in use, disabling has performance benefits.	Int	Boolean 1
Sand Coloring	sand_coloring	The color preset for the sand effect.	Int	Enum Default: 2 Enum Values: 1: Beach Sand 2: Desert Sand 3: Sahara 4: Red
Sand				Default: 5 Min: 0

Normal Intensity	sand_normal_intensity	The intensity of the normal map on the sand.	Float	Max: 10 Clamped: True
Sand Roughness	sand_roughness	The roughness of the sand. Lower values will give a "wet" look, while higher values will give a dry look with little reflectivity.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Sand Dunes Amount	sand_dunes_amount	The size and scale of the sand dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Sand Waves" which are for micro-level details.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Sand Dunes Height Range	sand_dunes_height_range	The range of the sand dunes. Higher values means higher peaks and lower valleys, whereas lower values means the sand will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Sand Dunes Height Position	sand_dunes_height_position	The position of the sand dune height. Higher values will mean more of the material is flooded with sand. When using a high Sand Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Sand Waves Intensity	sand_waves_intensity	The intensity of the micro-level sand waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Sand Waves Rotation	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.0858611 Min: 0 Max: 1 Clamped: False
Sand Waves X Amount	sand_waves_x_amount	The number of sand waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True
Sand Waves Y Amount	sand_waves_y_amount	The amount of sand waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Sand Height Offset	sand_height_offset	The offset for how to balance the sand with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Sand Height		Controls the amount of fading should occur between the sand and the main		Default: 0.9

Mixing Contrast	sand_height_mixing_contrast	Controls the amount of fading should occur between the sand and the main material. Higher values give a more crisp cutoff between material and sand.	Float	Min: 0 Max: 1 Clamped: True
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

desert_cavernous_rock

Consts: `PolyLabs.PNTD.Rocks.desert_cavernous_rock`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 2 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis	Int	Default: 6 Min: 1 Max: 12 Clamped: True

Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 12 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Enable Sand	enable_sand_switch	Enables the sand effect. When not in use, disabling has performance benefits.	Int	Boolean 1

Sand				
Sand Coloring	sand_coloring	The color preset for the sand effect.	Int	Enum Default: 2 Enum Values: 1: Beach Sand 2: Desert Sand 3: Sahara 4: Red
Sand Normal Intensity	sand_normal_intensity	The intensity of the normal map on the sand.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Sand Roughness	sand_roughness	The roughness of the sand. Lower values will give a "wet" look, while higher values will give a dry look with little reflectivity.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Sand Dunes Amount	sand_dunes_amount	The size and scale of the sand dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Sand Waves" which are for micro-level details.	Int	Default: 12 Min: 1 Max: 16 Clamped: True
Sand Dunes Height Range	sand_dunes_height_range	The range of the sand dunes. Higher values means higher peaks and lower valleys, whereas lower values means the sand will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Sand Dunes Height Position	sand_dunes_height_position	The position of the sand dune height. Higher values will mean more of the material is flooded with sand. When using a high Sand Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Sand Waves Intensity	sand_waves_intensity	The intensity of the micro-level sand waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.64 Min: 0 Max: 1 Clamped: True
Sand Waves Rotation	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.38025 Min: 0 Max: 1 Clamped: False
Sand Waves X Amount	sand_waves_x_amount	The number of sand waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True

				True
Sand Waves Y Amount	sand_waves_y_amount	The amount of sand waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Sand Height Offset	sand_height_offset	The offset for how to balance the sand with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.69 Min: 0 Max: 1 Clamped: True
Sand Height Mixing Contrast	sand_height_mixing_contrast	Controls the amount of fading should occur between the sand and the main material. Higher values give a more crisp cutoff between material and sand.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

desert_ground_rubble

Consts: `PolyLabs.PNTD.Rocks.desert_ground_rubble`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 3 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic

				8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.36 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.26 Min: 0 Max: 1 Clamped:

				Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.17 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Enable Sand	enable_sand_switch	Enables the sand effect. When not in use, disabling has performance benefits.	Int	Boolean 1
Sand Coloring	sand_coloring	The color preset for the sand effect.	Int	Enum Default: 2 Enum Values: 1: Beach Sand 2: Desert Sand 3: Sahara 4: Red
Sand Normal Intensity	sand_normal_intensity	The intensity of the normal map on the sand.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Sand Roughness	sand_roughness	The roughness of the sand. Lower values will give a "wet" look, while higher values will give a dry look with little reflectivity.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Sand Dunes Amount	sand_dunes_amount	The size and scale of the sand dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Sand Waves" which are for micro-level details.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
Sand Dunes Height Range	sand_dunes_height_range	The range of the sand dunes. Higher values means higher peaks and lower valleys, whereas lower values means the sand will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Sand Dunes Height Position	sand_dunes_height_position	The position of the sand dune height. Higher values will mean more of the material is flooded with sand. When using a high Sand Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Sand Waves	sand_waves_intensity	The intensity of the micro-level sand waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the	Float	Default: 0.37 Min: 0

Intensity		height detail.		Max: 1 Clamped: True
Sand Waves Rotation	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.180528 Min: 0 Max: 1 Clamped: False
Sand Waves X Amount	sand_waves_x_amount	The number of sand waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True
Sand Waves Y Amount	sand_waves_y_amount	The amount of sand waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Sand Height Offset	sand_height_offset	The offset for how to balance the sand with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.59 Min: 0 Max: 1 Clamped: True
Sand Height Mixing Contrast	sand_height_mixing_contrast	Controls the amount of fading should occur between the sand and the main material. Higher values give a more crisp cutoff between material and sand.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

desert_ground_stones

Consts: `PolyLabs.PNTD.Rocks.desert_ground_stones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock

				7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns in the x-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
				Default: 0.25 Min: 0

Water Level	water_level	The amount of flooding on the material.	Float	Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Enable Sand	enable_sand_switch	Enables the sand effect. When not in use, disabling has performance benefits.	Int	Boolean 1
Sand Coloring	sand_coloring	The color preset for the sand effect.	Int	Enum Default: 2 Enum Values: 1: Beach Sand 2: Desert Sand 3: Sahara 4: Red
Sand Normal Intensity	sand_normal_intensity	The intensity of the normal map on the sand.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Sand Roughness	sand_roughness	The roughness of the sand. Lower values will give a "wet" look, while higher values will give a dry look with little reflectivity.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Sand Dunes Amount	sand_dunes_amount	The size and scale of the sand dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Sand Waves" which are for micro-level details.	Int	Default: 3 Min: 1 Max: 16 Clamped: True
Sand Dunes Height Range	sand_dunes_height_range	The range of the sand dunes. Higher values means higher peaks and lower valleys, whereas lower values means the sand will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Sand Dunes		The position of the sand dune height. Higher values will mean more of the		Default: 0.75

Sand Dunes Height Position	sand_dunes_height_position	The position of the sand dune height. Higher values will mean more of the material is flooded with sand. When using a high Sand Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Min: 0 Max: 1 Clamped: True
Sand Waves Intensity	sand_waves_intensity	The intensity of the micro-level sand waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Sand Waves Rotation	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.380361 Min: 0 Max: 1 Clamped: False
Sand Waves X Amount	sand_waves_x_amount	The number of sand waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True
Sand Waves Y Amount	sand_waves_y_amount	The amount of sand waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Sand Height Offset	sand_height_offset	The offset for how to balance the sand with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Sand Height Mixing Contrast	sand_height_mixing_contrast	Controls the amount of fading should occur between the sand and the main material. Higher values give a more crisp cutoff between material and sand.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

ground_rubble

Consts: `PolyLabs.PNTD.Rocks.ground_rubble`

Label	Identifier	Description	Type	Notes
				Enum Default: 3 Enum Values: 1: Basalt 2: Orange Sandstone

Rock Type	rock_type	The type of rock color to use with this material.	Int	3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
				Default: 10

Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits	Int	Boolean 1

		has performance benefits.		
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

ground_rubble_gemstones

Consts: `PolyLabs.PNTD.Rocks.ground_rubble_gemstones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0

Opacity				Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Enable Gemstone	enable_gemstone_switch	Determines if the gemstone should be enabled.	Int	Boolean 1
Gem Type	gem_type	The color and feel of the gemstone.	Int	Enum Default: 5 Enum Values: 1: Diamond 2: Sapphire 3: Emerald 4: Ruby 5: Lapis Lazuli 6: Onyx
Gem Shape	gem_shape	The shape of the gemstones.	Int	Enum Default: 1 Enum Values: 1: Natural 2: Cubic 3: Quartz
Gemstone Amount	gemstone_amount	The amount of gemstones to show.	Int	Default: 6 Min: 1

				Max: 16 Clamped: True
Gemstone Scale	gemstone_scale	The scale of the gemstones.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Scale Variation	gemstone_scale_variation	The size variation in the gemstones.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Gem Roughness Position	gem_roughness_position	The roughness property of the gemstone. Increase to make the gems appear less reflective.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Presence Threshold	gemstone_presence_threshold	How much should the gemstones prefer only to appear in the cevaces of the material?	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Gemstone Mask Random	gemstone_mask_random	Randomly remove the gemstones from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Gemstone Height Offset	gemstone_height_offset	The overall height of the gemstone compared to the underlying material.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped:

				True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True

Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

ground_stones

Consts: `PolyLabs.PNTD.Rocks.ground_stones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns in the x-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped:

				Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
				Default: 0

Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges	water_edges_wetness	How wet the edges where the material meets the water appears	Float	Default: 0.1 Min: 0

Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Max: 1 Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

ground_stones_gemstones

Consts: `PolyLabs.PNTD.Rocks.ground_stones_gemstones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns in the x-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
				Default: 0.42

Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Enable Gemstone	enable_gemstone_switch	Determines if the gemstone should be enabled.	Int	Boolean 1
Gem Type	gem_type	The color and feel of the gemstone.	Int	Enum Default: 1 Enum Values: 1: Diamond 2: Sapphire 3: Emerald 4: Ruby 5: Lapis Lazuli 6: Onyx
Gem Shape	gem_shape	The shape of the gemstones.	Int	Enum Default: 1 Enum Values: 1: Natural 2: Cubic 3: Quartz
Gemstone Amount	gemstone_amount	The amount of gemstones to show.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Gemstone Scale	gemstone_scale	The scale of the gemstones.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Gemstone				Default: 0.5

Gemstone Scale Variation	gemstone_scale_variation	The size variation in the gemstones.	Float	Min: 0 Max: 1 Clamped: True
Gem Roughness Position	gem_roughness_position	The roughness property of the gemstone. Increase to make the gems appear less reflective.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Presence Threshold	gemstone_presence_threshold	How much should the gemstones prefer only to appear in the cevaces of the material?	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Gemstone Mask Random	gemstone_mask_random	Randomly remove the gemstones from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Gemstone Height Offset	gemstone_height_offset	The overall height of the gemstone compared to the underlying material.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Dirt	enable_dirt_switch	Enables the dirt effect on the material. Turning it off when not being used will slightly increase material generation performance.	Int	Boolean 1
Dirt Mound Amount	dirt_mound_amount	The numerosity of dirt mounds on the material.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Dirt Mound Range	dirt_mound_range	The height range of the dirt mounds. Higher range means higher peaks and lower valleys.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Dirt Mound Position	dirt_mound_position	The position of the dirt mounds. 0.5 is a median value that maximizes range, while higher will create more flooding towards peaks, and lower will create more flooding towards valleys.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Dirt Mound Contrast	dirt_mound_contrast	The contrast between the dirt mound peaks and valleys. Higher contrast will create larger valleys and more capped peaks.	Float	Default: 0 Min: 0 Max: 1

				Clamped: True
Dirt Normal Intensity	dirt_normal_intensity	The **Intensity** parameter modifies the intensity of the normal map	Float	Default: 5 Min: 0 Max: 10 Clamped: False
Dirt Smoothness	dirt_smoothness	How smooth the dirt appears. Lower values will give a more grainy, earthy feel.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Dirt Roughness Range	dirt_roughness_range	The range of roughness levels present on the material. High range means there will be areas with very high and low roughness.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Dirt Roughness Position	dirt_roughness_position	The position of the dirt roughness. Higher values equates to a rougher look and less reflectivity.	Float	Default: 0.85 Min: 0 Max: 1 Clamped: True
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.29 Min: 0 Max: 1 Clamped: True
Dirt Mixing Contrast	dirt_mixing_contrast	The contrast between the material and dirt. Higher contrast leads to a more crisp cutoff between dirt and the main material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Enable Water	enable_water_switch	Enable or disable the water feature on the material. Disabling when not used has performance benefits.	Int	Boolean 1
Water Level	water_level	The amount of flooding on the material.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Water Edges Wetness	water_edges_wetness	How we the edges where the material meets the water appears.	Float	Default: 0.1 Min: 0 Max: 1 Clamped:

				True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

jagged_cliff_rock

Consts: `PolyLabs.PNTD.Rocks.jagged_cliff_rock`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rocks X Amount	rocks_x_amount	The amount of rocks on the x-axis.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
Rocks Y Amount	rocks_y_amount	The amount of rocks on the y-axis.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1

				Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.03 Min: 0 Max: 1 Clamped:

				True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.11 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

layered_cliff

Consts: `PolyLabs.PNTD.Rocks.layered_cliff`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 4 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1

				Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

layered_cliff_ore_vein

layered_cliff_ore_vein

Consts: `PolyLabs.PNTD.Rocks.layered_cliff_ore_vein`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 5 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
				Enum Default: 4 Enum

Rock Ore Type	rock_ore_type	The type of ore deposit on the rock	Int	Values: 1: Gold 2: Silver 3: Coal 4: Iron 5: Oxidized 6: Lapis Lazuli
Ore Vein Type	ore_vein_type	Whether the ore vein should appear as streaks or speckles	Int	Boolean 1
Ore Veins Pattern Amount	ore_veins_pattern_amount	The amount of ore vein patterns to display.	Int	Default: 35 Min: 1 Max: 64 Clamped: False
Ore Vein Rotation	ore_vein_rotation	The rotation of the ore veins	Float	Default: 0 Min: 0 Max: 1 Clamped: False
Vein Length	vein_length	The length of the ore veins	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Vein Thickness	veins_thickness	The thickness of the ore veins	Float	Default: 0.52 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 8 Min: 1 Max: 16 Clamped: True

Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

shelved_cliff

Consts: `PolyLabs.PNTD.Rocks.shelved_cliff`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True

Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True

Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

shelved_cliff_gemstones

Consts: `PolyLabs.PNTD.Rocks.shelved_cliff_gemstones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True

Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Enable Gemstone	enable_gemstone_switch	Determines if the gemstone should be enabled.	Int	Boolean 1
Gem Type	gem_type	The color and feel of the gemstone.	Int	Enum Default: 3 Enum Values: 1: Diamond 2: Sapphire 3: Emerald 4: Ruby 5: Lapis Lazuli 6: Onyx
Gem Shape	gem_shape	The shape of the gemstones.	Int	Enum Default: 1 Enum Values: 1: Natural 2: Cubic 3: Quartz
Gemstone Amount	gemstone_amount	The amount of gemstones to show.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Gemstone Scale	gemstone_scale	The scale of the gemstones.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Gemstone Scale Variation	gemstone_scale_variation	The size variation in the gemstones.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gem Roughness Position	gem_roughness_position	The roughness property of the gemstone. Increase to make the gems appear less reflective.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Presence Threshold	gemstone_presence_threshold	How much should the gemstones prefer only to appear in the cevaces of the material?	Float	Default: 0.53 Min: 0 Max: 1 Clamped: True

Gemstone Mask Random	gemstone_mask_random	Randomly remove the gemstones from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Gemstone Height Offset	gemstone_height_offset	The overall height of the gemstone compared to the underlying material.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.04 Min: 0 Max: 1 Clamped: True
				Default:

Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

shelved_cliff_ore_vein

Consts: `PolyLabs.PNTD.Rocks.shelved_cliff_ore_vein`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 9 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True

Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Rock Ore Type	rock_ore_type	The type of ore deposit on the rock	Int	Enum Default: 1 Enum Values: 1: Gold 2: Silver 3: Coal 4: Iron 5: Oxidized 6: Lapis Lazuli
Ore Vein Type	ore_vein_type	Whether the ore vein should appear as streaks or speckles	Int	Boolean 1
Ore Vein Pattern Amount	ore_vein_pattern_amount	The amount of ore veins present.	Int	Default: 58 Min: 1 Max: 64 Clamped: True
Ore Vein Rotation	ore_vein_rotation	The rotation of the ore veins	Float	Default: 0.16 Min: 0 Max: 1 Clamped: False
Vein Length	vein_length	The length of the ore veins	Float	Default: 0.22 Min: 0 Max: 1 Clamped: True
Vein Thickness	veins_thickness	The thickness of the ore veins	Float	Default: 0.35 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1

Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 2 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.141639 Min: 0 Max: 1 Clamped: False
Rock Divots Intensity	rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.28 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

stony_lava

Consts: `PolyLabs.PNTD.Rocks.stony_lava`

Label	Identifier	Description	Type	Notes
				Enum Default: 8 Enum Values:

Rock Type	rock_type	The type of rock color to use with this material.	Int	1: Basalt 4: Shale 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Lava Switch	enable_lava_switch	If the lava effect should be enabled or not. Set to false when not in use to get a slight performance bump.	Int	Boolean 1
Lava Color	lava_color	The gradient color of the lava	Int	Enum Default: 1 Enum Values: 1: Red

				Orange 2: Blue 3: Green 4: Red 5: Custom Color
Lava Level	lava_level	The amount of lava flooding.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Lava Edge Strength	lava_edge_strength	The sharpness of the cutoff between the lava and material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Lava Custom Color	lava_custom_color	Specifies a custom color for the lava. The lava color option must be set to custom first.	Float4	
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

striped_cliff

Consts: `PolyLabs.PNTD.Rocks.striped_cliff`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 6 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
				Default: 6

Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Min: 1 Max: 12 Clamped: True
Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 10 Min: 1 Max: 16 Clamped: True
Rock Pattern Height Variance	rock_pattern_height_variance	The contrast between the highest and lowest rock heights.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy	Float	Default: 0.7 Min: 0

		effect.		Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

striped_cliff_gemstones

Consts: `PolyLabs.PNTD.Rocks.striped_cliff_gemstones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 6 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 6 Min: 1 Max: 12 Clamped: True
				Default:

Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	10 Min: 1 Max: 16 Clamped: True
Rock Pattern Height Variance	rock_pattern_height_variance	The contrast between the highest and lowest rock heights.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Enable Gemstone	enable_gemstone_switch	Determines if the gemstone should be enabled.	Int	Boolean 1
Gem Type	gem_type	The color and feel of the gemstone.	Int	Enum Default: 4 Enum Values: 1: Diamond 2: Sapphire 3: Emerald 4: Ruby 5: Lapis Lazuli 6: Onyx
Gem Shape	gem_shape	The shape of the gemstones.	Int	Enum Default: 1 Enum Values: 1: Natural 2: Cubic 3: Quartz
Gemstone Amount	gemstone_amount	The amount of gemstones to show.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
				Default: 0.5

Gemstone Scale	gemstone_scale	The scale of the gemstones.	Float	Min: 0 Max: 1 Clamped: True
Gemstone Scale Variation	gemstone_scale_variation	The size variation in the gemstones.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Gem Roughness Position	gem_roughness_position	The roughness property of the gemstone. Increase to make the gems appear less reflective.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Presence Threshold	gemstone_presence_threshold	How much should the gemstones prefer only to appear in the cevaces of the material?	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Gemstone Mask Random	gemstone_mask_random	Randomly remove the gemstones from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Gemstone Height Offset	gemstone_height_offset	The overall height of the gemstone compared to the underlying material.	Float	Default: 0.57 Min: 0 Max: 1 Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Snow	snow_enable_switch	Toggles the snow feature on the material. Has performance implications when turned on, but is not being used.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
		The roughness of the snow overlay. Lower values give an increasingly		Default: 0.7 Min: 0

Snow Roughness	snow_roughness	icy effect.	Float	Max: 1 Clamped: True
Snow Accumulation	snow_accumulation	The amount of snow that has accumulated.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snowfall Direction	snowfall_direction	The direction that the snow falls from. Snow appears at the angle selected.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

striped_cliff_ore_vein

Consts: `PolyLabs.PNTD.Rocks.striped_cliff_ore_vein`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns on the x-axis.	Int	Default: 6 Min: 1 Max: 16 Clamped: True
Rock Pattern Y	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Default: 10 Min: 1 Max: 16

Amount				Clamped: True
Rock Pattern Height Variance	rock_pattern_height_variance	The variance in height of the rock pattern elements.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Rock Ore Type	rock_ore_type	The type of ore deposit on the rock	Int	Enum Default: 2 Enum Values: 1: Gold 2: Silver 3: Coal 4: Iron 5: Oxidized 6: Lapis Lazuli
Ore Vein Type	ore_vein_type	Whether the ore vein should appear as streaks or speckles	Int	Boolean 1
Ore Veins Pattern Amount	ore_veins_pattern_amount	The amount of ore vein patterns to display.	Int	Default: 35 Min: 1 Max: 64 Clamped: True
Ore Vein Rotation	ore_vein_rotation	The rotation of the ore veins	Float	Default: 0 Min: 0 Max: 1 Clamped: False
Vein Length	vein_length	The length of the ore veins	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Vein Thickness	veins_thickness	The thickness of the ore veins	Float	Default: 0.35 Min: 0 Max: 1 Clamped:

				Clamped: True
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

volcanic_rocks

Consts: `PolyLabs.PNTD.Rocks.volcanic_rocks`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 8 Enum Values: 1: Basalt 4: Shale 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness		The position of the roughness on the rock. Higher positions yield rocks		Default: 0.77 Min: 0

Position	rock_roughness_position	that are less reflective.	Float	Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Lava Switch	enable_lava_switch	If the lava effect should be enabled or not. Set to false when not in use to get a slight performance bump.	Int	Boolean 1
Lava Color	lava_color	The gradient color of the lava	Int	Enum Default: 1 Enum Values: 1: Red Orange 2: Blue 3: Green 4: Red 5: Custom Color
Lava Custom Color	lava_custom_color	Specifies a custom color for the lava. The lava color option must be set to custom first.	Float4	
Lava Level	lava_level	The amount of lava flooding.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Lava Edge Strength	lava_edge_strength	The sharpness of the cutoff between the lava and material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

volcanic_stones

Consts: `PolyLabs.PNTD.Rocks.volcanic_stones`

Label	Identifier	Description	Type	Notes
				Enum Default: 8 Enum Values: 1: Basalt

Rock Type	rock_type	The type of rock color to use with this material.	Int	1: Basalt 4: Shale 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Lava Switch	enable_lava_switch	If the lava effect should be enabled or not. Set to false when not in use to get a slight performance bump.	Int	Boolean 1
Lava Color	lava_color	The gradient color of the lava	Int	Enum Default: 1 Enum Values: 1: Red Orange

				2: Blue 3: Green 4: Red 5: Custom Color
Lava Custom Color	lava_custom_color	Specifies a custom color for the lava. The lava color option must be set to custom first.	Float4	
Lava Level	lava_level	The amount of lava flooding.	Float	Default: 0.62 Min: 0 Max: 1 Clamped: True
Lava Edge Strength	lava_edge_strength	The sharpness of the cutoff between the lava and material.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

winter_basalt_column_floor

Consts: `PolyLabs.PNTD.Rocks.winter_basalt_column_floor`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Rock Pattern	rock_pattern_zoom	The amount of patterns on the x and y axis.	Int	Default: 4 Min: 1 Max: 16

Zoom				Clamped: True
Rock Scale Random	rock_scale_random	The randomness of the scale of each hexagon.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rocks Random Mask	rocks_random_mask	Randomly start removing the hexagonal rocks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Rocks Height Variance	rocks_height_variance	The height variance of the rocks at random.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Enable Ice	enable_ice_switch	Enables the ice effect. Has performance implications when enabled without being used.	Int	Boolean 1
Ice Color	ice_color	The color preset of the ice.	Int	Enum Default: 1 Enum Values: 1: Light 2: Dark
Ice Cracks Amount	ice_cracks_amount	The amount of cracks that appear in the ice.	Int	Default: 10 Min: 1 Max: 32 Clamped: True

Ice Cracks Snow Amount	ice_cracks_snow_amount	The amount of snow around the cracks of the ice. Low snow amounts gives an appearance of uncracked ice, while high amounts looks like a light dusting.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Normal intensity	ice_normal_intensity	The intensity of the normal map of the ice.	Float	Default: 3 Min: 0 Max: 10 Clamped: True
Ice Roughness Position	ice_roughness_position	The roughness level of the ice. Higher roughness levels gives a weathered look starting around the cracks in the ice.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Range	ice_height_range	The range of the height on the ice. Lower values give a sense of smoother ice, while higher values look more jagged.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Position	ice_height_position	The height position of the ice dictates how high it sits on the material. For a master height control, look for the height mixing slider.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Offset	ice_height_offset	The offset for how to balance the ice with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.63 Min: 0 Max: 1 Clamped: True
Ice Height Mixing Contrast	ice_height_mixing_contrast	Controls the amount of fading should occur between the ice and the main material. Higher values give a more crisp cutoff between material and ice.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Ice Roughness Range	ice_roughness_range	Controls the range of the roughness detail. A higher range means smoother valleys and rougher peaks near the ice cracking.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Enable Snow	enable_snow_switch	Enables the snow effect on the material. Has performance benefits when set to off if it is not needed.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued

Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5.41 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Dunes Amount	snow_dunes_amount	The size and scale of the snow dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Snow Waves" which are for micro-level details.	Int	Default: 10 Min: 1 Max: 16 Clamped: True
Snow Dunes Height Range	snow_dunes_height_range	The range of the snow dunes. Higher values means higher peaks and lower valleys, whereas lower values means the snow will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Position	snow_dunes_height_position	The position of the snow dune height. Higher values will mean more of the material is flooded with snow. When using a high Snow Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.69 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Contrast	snow_dunes_height_contrast	The contrast of the snow dunes. Moves values >0.5 up, and values <0.5 down. Gives an appearance of more scattered snow than	Float	Default: 0.48 Min: 0 Max: 1 Clamped: True
Snow Waves Intensity	snow_waves_intensity	The intensity of the micro-level snow waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.06 Min: 0 Max: 1 Clamped: True
Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Snow Waves Softness	snow_waves_softness	The softness of the snow waves. Determines how crisp or dull the peaks of the waves appear.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Waves X	snow_waves_x_amount	The number of snow waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32

Amount				Clamped: True
Snow Waves Y Amount	snow_waves_y_amount	The number of snow waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Snow Height Offset	snow_height_offset	The offset for how to balance the snow with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.35 Min: 0 Max: 1 Clamped: True
Snow Height Mixing Contrast	snow_height_mixing_contrast	Controls the amount of fading should occur between the snow and the main material. Higher values give a more crisp cutoff between material and snow.	Float	Default: 0.95 Min: 0 Max: 1 Clamped: True
Rock Edges Opacity	rock_edges_opacity	The opacity of the rocky edges.	Float	Default: 0.33 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

winter_ground_rubble

Consts: `PolyLabs.PNTD.Rocks.winter_ground_rubble`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
				Default:

Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern Zoom	rock_pattern_zoom	How many rocks to display on the material.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Ice	enable_ice_switch	Enables the ice effect. Has performance implications when enabled without being used.	Int	Boolean 1
Ice Color	ice_color	The color preset of the ice.	Int	Enum Default: 1 Enum Values: 1: Light 2: Dark
Ice Cracks Amount	ice_cracks_amount	The amount of cracks that appear in the ice.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Ice Cracks Snow	ice_cracks_snow_amount	The amount of snow around the cracks of the ice. Low snow amounts gives an appearance of uncracked ice, while high amounts looks like a light dusting	Float	Default: 0.5 Min: 0 Max: 1

Amount		appearance of uncracked ice, while high amounts looks like a light dusting.		Max: 1 Clamped: True
Ice Normal intensity	ice_normal_intensity	The intensity of the normal map of the ice.	Float	Default: 3 Min: 0 Max: 10 Clamped: True
Ice Roughness Position	ice_roughness_position	The roughness level of the ice. Higher roughness levels gives a weathered look starting around the cracks in the ice.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Range	ice_height_range	The range of the height on the ice. Lower values give a sense of smoother ice, while higher values look more jagged.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Position	ice_height_position	The height position of the ice dictates how high it sits on the material. For a master height control, look for the height mixing slider.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Offset	ice_height_offset	The offset for how to balance the ice with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Ice Height Mixing Contrast	ice_height_mixing_contrast	Controls the amount of fading should occur between the ice and the main material. Higher values give a more crisp cutoff between material and ice.	Float	Default: 0.94 Min: 0 Max: 1 Clamped: True
Ice Roughness Range	ice_roughness_range	Controls the range of the roughness detail. A higher range means smoother valleys and rougher peaks near the ice cracking.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Enable Snow	enable_snow_switch	Enables the snow effect on the material. Has performance benefits when set to off if it is not needed.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped:

				True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True
Snow Dunes Amount	snow_dunes_amount	The size and scale of the snow dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Snow Waves" which are for micro-level details.	Int	Default: 3 Min: 1 Max: 16 Clamped: True
Snow Dunes Height Range	snow_dunes_height_range	The range of the snow dunes. Higher values means higher peaks and lower valleys, whereas lower values means the snow will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Position	snow_dunes_height_position	The position of the snow dune height. Higher values will mean more of the material is flooded with snow. When using a high Snow Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Contrast	snow_dunes_height_contrast	The contrast of the snow dunes. Moves values >0.5 up, and values <0.5 down. Gives an appearance of more scattered snow than	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Snow Waves Intensity	snow_waves_intensity	The intensity of the micro-level snow waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.155444 Min: 0 Max: 1 Clamped: False
Snow Waves Softness	snow_waves_softness	The softness of the snow waves. Determines how crisp or dull the peaks of the waves appear.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Snow Waves X Amount	snow_waves_x_amount	The number of snow waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True
Snow Waves Y Amount	snow_waves_y_amount	The number of snow waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped:

Amount				Clamped: True
Snow Height Offset	snow_height_offset	The offset for how to balance the snow with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Snow Height Mixing Contrast	snow_height_mixing_contrast	Controls the amount of fading should occur between the snow and the main material. Higher values give a more crisp cutoff between material and snow.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

winter_ground_stones

Consts: `PolyLabs.PNTD.Rocks.winter_ground_stones`

Label	Identifier	Description	Type	Notes
Rock Type	rock_type	The type of rock color to use with this material.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Volcanic Rock 9: Limestone
Rock Highlights Opacity	rock_highlights_opacity	Controls the edge highlight strength on the rocks.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Rock Pattern X Amount	rock_pattern_x_amount	The amount of patterns in the x-axis.	Int	Default: 5 Min: 1 Max: 12 Clamped: True
Rock				Default: 5 Min: 1

Rock Pattern Y Amount	rock_pattern_y_amount	The amount of patterns on the y-axis.	Int	Min: 1 Max: 12 Clamped: True
Rock Height Variance	rock_height_variance	The height variance of the ground rocks.	Float	Default: 0.42 Min: 0 Max: 1 Clamped: True
Rock Roughness Range	rock_roughness_range	The range of the roughness on the rock portions of the material.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Rock Roughness Position	rock_roughness_position	The position of the roughness on the rock. Higher positions yield rocks that are less reflective.	Float	Default: 0.77 Min: 0 Max: 1 Clamped: True
Rock Normal Intensity	rock_normal_intensity	The **Intensity** parameter modifies the intensity of height map	Float	Default: 5 Min: 0 Max: 15 Clamped: False
Ambient Occlusion Intensity	ambient_occlusion_intensity	Defines the intensity of the AO to simulate shadowed areas on the material.	Float	Default: 0.15 Min: 0 Max: 0.2 Clamped: True
Enable Ice	enable_ice_switch	Enables the ice effect. Has performance implications when enabled without being used.	Int	Boolean 1
Ice Color	ice_color	The color preset of the ice.	Int	Enum Default: 1 Enum Values: 1: Light 2: Dark
Ice Cracks Amount	ice_cracks_amount	The amount of cracks that appear in the ice.	Int	Default: 10 Min: 1 Max: 32 Clamped: True
Ice Cracks Snow Amount	ice_cracks_snow_amount	The amount of snow around the cracks of the ice. Low snow amounts gives an appearance of uncracked ice, while high amounts looks like a light dusting.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Normal intensity	ice_normal_intensity	The intensity of the normal map of the ice.	Float	Default: 3 Min: 0 Max: 10

				Clamped: True
Ice Roughness Position	ice_roughness_position	The roughness level of the ice. Higher roughness levels gives a weathered look starting around the cracks in the ice.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Range	ice_height_range	The range of the height on the ice. Lower values give a sense of smoother ice, while higher values look more jagged.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Position	ice_height_position	The height position of the ice dictates how high it sits on the material. For a master height control, look for the height mixing slider.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Ice Height Offset	ice_height_offset	The offset for how to balance the ice with the main material. This can be seen as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Default: 0.36 Min: 0 Max: 1 Clamped: True
Ice Height Mixing Contrast	ice_height_mixing_contrast	Controls the amount of fading should occur between the ice and the main material. Higher values give a more crisp cutoff between material and ice.	Float	Default: 0.9 Min: 0 Max: 1 Clamped: True
Ice Roughness Range	ice_roughness_range	Controls the range of the roughness detail. A higher range means smoother valleys and rougher peaks near the ice cracking.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Enable Snow	enable_snow_switch	Enables the snow effect on the material. Has performance benefits when set to off if it is not needed.	Int	Boolean 1
Snow Coloring	snow_coloring	The main color of the snow.	Int	Enum Default: 1 Enum Values: 1: Default 2: White 3: Blued
Snow Normal Intensity	snow_normal_intensity	The intensity of the normal map in respect to the snow covering.	Float	Default: 5 Min: 0 Max: 10 Clamped: True
Snow Roughness	snow_roughness	The roughness of the snow overlay. Lower values give an increasingly icy effect.	Float	Default: 0.7 Min: 0 Max: 1 Clamped: True

				True
Snow Dunes Amount	snow_dunes_amount	The size and scale of the snow dunes. Dunes are intended to give macro-level height information to the material. Not to be confused with "Snow Waves" which are for micro-level details.	Int	Default: 11 Min: 1 Max: 16 Clamped: True
Snow Dunes Height Range	snow_dunes_height_range	The range of the snow dunes. Higher values means higher peaks and lower valleys, whereas lower values means the snow will be more evenly-distributed.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Position	snow_dunes_height_position	The position of the snow dune height. Higher values will mean more of the material is flooded with snow. When using a high Snow Waves intensity, prefer to have this value >= 0.75 to prevent "bottoming out".	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Snow Dunes Height Contrast	snow_dunes_height_contrast	The contrast of the snow dunes. Moves values >0.5 up, and values <0.5 down. Gives an appearance of more scattered snow than	Float	Default: 0.27 Min: 0 Max: 1 Clamped: True
Snow Waves Intensity	snow_waves_intensity	The intensity of the micro-level snow waves. When using higher intensities, prefer to set the Dune Height Position >= 0.75 to avoid "bottoming out" on the height detail.	Float	Default: 0.3 Min: 0 Max: 1 Clamped: True
Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Snow Waves Softness	snow_waves_softness	The softness of the snow waves. Determines how crisp or dull the peaks of the waves appear.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Snow Waves X Amount	snow_waves_x_amount	The number of snow waves on the x-axis.	Int	Default: 16 Min: 1 Max: 32 Clamped: True
Snow Waves Y Amount	snow_waves_y_amount	The number of snow waves on the y-axis.	Int	Default: 4 Min: 1 Max: 16 Clamped: True
Snow		The offset for how to balance the snow with the main material. This can be seen		Default: 0.28 Min: 0

Height Offset	snow_height_offset	as a "master control" for the height mixing. Lower than 0.5 will lessen the default height, while greater than 0.5 will increase the default height.	Float	Max: 1 Clamped: True
Snow Height Mixing Contrast	snow_height_mixing_contrast	Controls the amount of fading should occur between the snow and the main material. Higher values give a more crisp cutoff between material and snow.	Float	Default: 0.95 Min: 0 Max: 1 Clamped: True
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1