

PNTD Bricks 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 Substances 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 Substances.

URP Support

This asset contains a `Materials_URP.unitypackage`. When using the URP pipeline, 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.Bricks`. 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:

Bricks

Consts: `PolyLabs.PNTD.Bricks.Bricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.92 Min: 0 Max: 1 Clamped: True
Brick Pattern Style	brick_pattern_style	The style of the brick pattern.	Int	Enum Default: 0 Enum Values: 0: Classic Brick 1: Monk Bond 2: Thick - Thin
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 2 Min: 1 Max: 6 Clamped: False
Bricks Scale	bricks_scale	The scale of the bricks.	Float	Default: 0.98 Min: 0 Max: 0.98 Clamped: True
				Default: 0.5

Brick Position Offset	brick_position_offset	Offsets the bricks on the x axis.	Float	Min: 0 Max: 1 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.68 Min: 0 Max: 1 Clamped: True
Tile Rock				Default: 2 Min: 1

jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.3 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True

Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
				Default:

Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True

Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0.25 Min: 0

Sand Waves Rotation	sand_waves_rotation	The rotation of the sand waves. Maps 0-360 degrees from 0 to 1.	Float	Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert	invert_normal_map	Inverts the normal map direction for compatibility with OpenGL and DirectX.	Int	Boolean 1

Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatibility with OpenGL and DirectX.	int	boolean
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roughness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

ChantillyBricks

Consts: `PolyLabs.PNTD.Bricks.ChantillyBricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.76 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 2 Min: 1 Max: 6 Clamped: False
Brick Pattern	brick_pattern_ratio	Changes the size ratio between the planks and squares	Float	Default: 0.8 Min: 0.05

Pattern Ratio	brick_pattern_ratio	Changes the size ratio between the planks and squares.	Float	Min: 0.95 Clamped: True
Brick Pattern Rotate 45	brick_pattern_rotate_45	Rotates the brick pattern 45 degrees.	Int	Boolean 1
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 1 Min: 0 Max: 1 Clamped: True
Tile Rock Jaggedness				Default: 2

Tile Rock Jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped:

				True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False

Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16

				Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover	snow_cover_direction	Whether the snow covers the top areas first or the bottom	Int	Boolean 1

Direction	show_cover_direction	Whether the show covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Bricks Scale	bricks_scale	The scale of the individual bricks.	Float	Default: 0.98 Min: 0.25 Max: 0.98 Clamped: True
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

CobblestoneBricks

Consts: `PolyLabs.PNTD.Bricks.CobblestoneBricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 1 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.39 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 6 Min: 4 Max: 12

				Clamped: False
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.12 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.11 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chized out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True

Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1

Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0

Scale				Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves				Default: 0.02

Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped:

				Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1

Normal map				
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roughness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

DiagonalDiamondBricks

Consts: `PolyLabs.PNTD.Bricks.DiagonalDiamondBricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.79 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 3 Min: 1 Max: 4 Clamped: False
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped:

				Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False

Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 5 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.43 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped:

				True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass		Determines the height offset of the grass. Higher values will make them appear		Default: 0.51

Height Offset	grass_height_offset	higher on the material.	Float	Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True

Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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	Float	Default: 0.5 Min: 0

Offset	sand_height_offset	Use 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
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
				Default: 0.08

Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Min: 0 Max: 1 Clamped: True
Roughness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

FannedBricks

Consts: `PolyLabs.PNTD.Bricks.FannedBricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 6 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.8 Min: 0 Max: 1 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0

				Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 8 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chized out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 3 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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
				Enum Default: 1

Dirt Color	dirt_color	The color preset of the dirt.	Int	Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the	Float	Default: 0.44 Min: 0

Position		direction of a light source.		Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring

Leaf Color	leaf_color	The color of the leafs.	Int	Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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:

				Clamped: True
Water Darkness	water_darkness	The amount to darken the areas that are submerged on the material	Float	Default: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

HerringboneBricks

Consts: `PolyLabs.PNTD.Bricks.HerringboneBricks`

Label	Identifier	Description	Type	Notes
Tiling Rock Type	<code>tiling_rock_type</code>	The color preset of the rock tiling.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	<code>tiling_rock_highlights_opacity</code>	The opacity of the highlights on the stones.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Bricks Zoom	<code>bricks_zoom</code>	The amount of bricks to show.	Int	Default: 2 Min: 1 Max: 6 Clamped: False
Cracks Zoom	<code>cracks_zoom</code>	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	<code>cracks_width</code>	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	<code>cracks_balance</code>	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	<code>tile_slope_intensity</code>	The intensity of the tile slope.	Float	Default: 0.45 Min: 0 Max: 1 Clamped:

				Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chized out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled

Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
				Enum

Grass Color	grass_color	The color preset of the grass.	Int	Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5:

Leaf Color	leaf_color	The color of the leaves.	Int	Summer Green 6: Summer Deep Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

HexagonDiamondBricks

Consts: `PolyLabs.PNTD.Bricks.HexagonDiamondBricks`

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Label	Identifier	Description	Type	Notes
Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 4 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Cusotm Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 4 Min: 1 Max: 8 Clamped: False
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1

				Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chized out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 5 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.38 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn

				Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green ~

Leaf Color	leaf_color	The color of the leaves.	Int	/: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 Min: 0 Max: 1 Clamped: True

				true
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True
Tiling Pattern Edge Width	tiling_pattern_edge_width	The gap between the patterns.	Float	Default: 1.51 Min: 1 Max: 8 Clamped: True

HexagonalBricks

Consts: `PolyLabs.PNTD.Bricks.HexagonalBricks`

Label	Identifier	Description	Type	Notes
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Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	Enum Default: 3 Enum Values: 1: Basalt 2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.4 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 4 Min: 1 Max: 8 Clamped: False
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True

				Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 5 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn

				Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green

Leaf Color	leaf_color	The color of the leafs.	Int	7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.08 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: 0.13875 Min: 0 Max: 1 Clamped: False
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: 0.32 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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

OffsetDiamondBricks

Consts: `PolyLabs.PNTD.Bricks.OffsetDiamondBricks`

Label	Identifier	Description	Type	Notes
				Enum Default: 4 Enum Values: 1: Basalt

Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.76 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 3 Min: 1 Max: 6 Clamped: False
Brick Pattern Ratio	brick_pattern_ratio	Changes the size ratios between the pattern elements.	Float	Default: 0.5 Min: 0.1 Max: 0.9 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1

				Clamped: True
Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.84 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 5 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green

				3: Lawn Green 4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green

Leaf Color	leaf_color	The color of the leafs.	Int	Green 7: Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 Min: 0 Max: 1 Clamped:

				Clamped: True
Water Edges Wetness Distance	water_edges_wetness_distance	How far the edge wetness spreads on the material.	Float	Default: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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

				true
Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

ParquetBricks

Consts: `PolyLabs.PNTD.Bricks.ParquetBricks`

Label	Identifier	Description	Type	Notes
				Enum Default: 4 Enum Values: 1: Basalt 2: Orange

Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	2: Orange Sandstone 3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 4 Min: 1 Max: 12 Clamped: False
Brick Planks Per Tile	brick_planks_per_tile	Sets the amount of sub-bricks in the parquet pattern.	Int	Default: 2 Min: 2 Max: 4 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True

Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green

				4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
				Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7:

Leaf Color	leaf_color	The color of the lears.	Int	Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

RandomBricks

Consts: `PolyLabs.PNTD.Bricks.RandomBricks`

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

Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	3: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.46 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 4 Min: 2 Max: 8 Clamped: True
Brick Random Multiplier	brick_random_multiplier	How random the bricks should appear.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True

Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots to show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chiseled out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 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 Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: ...

				4: Red 5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: 6

				Summer Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.2 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: 0.144417 Min: 0 Max: 1 Clamped: False
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: 0.4 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: 0.92 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 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
				Default: 0

Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True

SquareBricks

Consts: `PolyLabs.PNTD.Bricks.SquareBricks`

Label	Identifier	Description	Type	Notes
				Enum Default: 4
				Enum Values: 1: Basalt 2: Orange Sandstone 3:

Tiling Rock Type	tiling_rock_type	The color preset of the rock tiling.	Int	0: Sandstone 4: Shale 5: Siltstone 6: DirtRock 7: Dark Shale 8: Limestone 9: Custom Color
Tiling Rock Highlights Opacity	tiling_rock_highlights_opacity	The opacity of the highlights on the stones.	Float	Default: 0.73 Min: 0 Max: 1 Clamped: True
Bricks Zoom	bricks_zoom	The amount of bricks to show.	Int	Default: 6 Min: 2 Max: 16 Clamped: False
Brick Position Offset	brick_position_offset	Offsets the bricks on the x axis.	Float	Default: 0.5 Min: 0 Max: 1 Clamped: True
Cracks Zoom	cracks_zoom	The scale of the cracks on the tiled material.	Int	Default: 3 Min: 1 Max: 8 Clamped: False
Cracks Width	cracks_width	How wide the cracks on the material are.	Float	Default: 1.4 Min: 1 Max: 4 Clamped: True
Cracks Balance	cracks_balance	Increasing from 0 to 1 causes more tiles to display cracks.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Slope Intensity	tile_slope_intensity	The intensity of the tile slope.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True
Tile Height Random	tile_height_random	Sets the intensity of the random height.	Float	Default: 0.2 Min: 0 Max: 1 Clamped: True

Tile Mask Random	tile_mask_random	Randomly removes tiles from the material.	Float	Default: 0 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Intensity	tile_rock_divots_intensity	The intensity of the rock divots.	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Tile Rock Divots Zoom	tile_rock_divots_zoom	The amount of rock divots ot show on the material.	Int	Default: 5 Min: 1 Max: 16 Clamped: True
Tile Rock Jaggedness	tile_rock_jaggedness	Makes the tiles look more like natural stone with peaks and valleys chizled out.	Float	Default: 0.6 Min: 0 Max: 1 Clamped: True
Tile Rock jaggedness Scale	tile_rock_jaggedness_scale	The scale of the rocky edges on the tiling.	Int	Default: 2 Min: 1 Max: 8 Clamped: True
Tiling Rock Normal Intensity	tiling_rock_normal_intensity	The Intensity parameter modifies the intensity of height map.	Float	Default: 3 Min: 0 Max: 5 Clamped: False
Tiling Rock Height Range	tiling_rock_height_range	The height range of the rock tiling. Higher values makes for more dramatic sloping and mixing with effects.	Float	Default: 0.7 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 Color	dirt_color	The color preset of the dirt.	Int	Enum Default: 1 Enum Values: 1: Default 2: Darker 3: Sludgy 4: Dry 5: Graveled
Dirt Mixing Offset	dirt_mixing_offset	The height offset of the dirt. Use this as the master control to change dirt flooding.	Float	Default: 0.35 Min: 0 Max: 1 Clamped: True
				Default:

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	0.9 Min: 0 Max: 1 Clamped: True
Enable Moss	enable_moss	Enables the moss effect.	Int	Boolean 1
Moss Color	moss_color	The moss color preset.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Dark Green 4: Blue 5: Orange
Moss Position	moss_position	Determines the height of the moss.	Float	Default: 0.41 Min: 0 Max: 1 Clamped: True
Moss Growth Direction	moss_growth_direction	If true, will grow from the bottom-up, if false will grow from the top-down.	Int	Boolean 1
Moss Edge Bleeding	moss_edge_bleeding	How much the moss should bleed from the edges to show stain surrounding mossy areas.	Float	Default: 0.1 Min: 0 Max: 1 Clamped: True
Moss Effect from direction	moss_effect_from_direction	The direction that the moss should prefer and group to. Adjust the moss_directional_position value to increase the visibility of this effect.	Float	Default: 0.25 Min: 0 Max: 1 Clamped: False
Moss Directional Position	moss_directional_position	The intensity of the directional moss. Helps to give a more natural look than strictly height-based moss growth where the moss appears to grow in the direction of a light source.	Float	Default: 0.44 Min: 0 Max: 1 Clamped: True
Enable Grass	enable_grass	Whether to show the grass or not. Turning off when otherwise not present has performance benefits.	Int	Boolean 1
Grass Color	grass_color	The color preset of the grass.	Int	Enum Default: 1 Enum Values: 1: Green 2: Light Green 3: Lawn Green 4: Red

				5: Blue 6: Dried 7: Custom Color
Grass Custom Color	grass_custom_color	Sets the custom grass color. The custom color must be selected in the color preset.	Float4	
Grass Style	grass_style	The style of the grass.	Int	Enum Default: 1 Enum Values: 1: Leafy Grass 2: Grass Blade 3: Sharp Grass
Grass Pattern Zoom	grass_pattern_zoom	The number of grass blades on the x and y axis.	Int	Default: 48 Min: 1 Max: 64 Clamped: False
Grass Pattern Scale	grass_pattern_scale	The scale of the elements.	Float	Default: 5.22 Min: 0 Max: 10 Clamped: False
Grass Height Offset	grass_height_offset	Determines the height offset of the grass. Higher values will make them appear higher on the material.	Float	Default: 0.51 Min: 0 Max: 1 Clamped: True
Enable Leaves	enable_leaves	Whether or not to enable the leaves	Int	Boolean 1
Leaf Color	leaf_color	The color of the leaves.	Int	Enum Default: 6 Enum Values: 1: Spring Green 2: Spring Orange 3: Spring Yellow 4: Spring Mix 5: Summer Green 6: Summer Deep Green 7: Summer

				Yellow 8: Summer Mix 9: Fall Orange 10: Fall Red 11: Fall Light Red 12: Fall Yellow 13: Fall Mix 14: Dead Leaf 15: Green Mix 16: Yellow Mix
Leaf Type	leaf_type	Whether to use a maple (true) or long (false) leaf.	Int	Boolean 1
Leaf Pattern Amount	leaf_pattern_amount	The amount of patterns.	Int	Default: 7 Min: 1 Max: 16 Clamped: True
Leaves Height Offset	leaves_height_offset	How high the leaves should sit in comparison to the underlying material.	Float	Default: 0.02 Min: 0 Max: 1 Clamped: True
Leaf Pattern Scale	leaf_pattern_scale	The scale of the leaves.	Float	Default: 2 Min: 0 Max: 5 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: 0.25 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: 0.3 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: 0.25 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 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: 0.25 Min: 0 Max: 1 Clamped: False
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
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 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

Default: 0

Snow Waves Rotation	snow_waves_rotation	The rotation of the snow waves. Maps 0-360 degrees from 0 to 1.	Float	Default: 0 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: 0.42 Min: 0 Max: 1 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: 0.39 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
Snow Cover Direction	snow_cover_direction	Whether the snow covers the top areas first or the bottom.	Int	Boolean 1
Invert Normal Map	invert_normal_map	Inverts the normal map direction for compatability with OpenGL and DirectX.	Int	Boolean 1
Brick Custom Color	brick_custom_color	The custom color choice available for the bricks. The brick color choice must be set to color_custom.	Float4	
Roughness Range	brick_roughness_range	The range of the grunge on the roughness map	Float	Default: 0.08 Min: 0 Max: 1 Clamped: True
Roghness Position	brick_roughness_position	How rough the bricks should appear. Less roughness is ideal for darker tones.	Float	Default: 0.75 Min: 0 Max: 1 Clamped: True