How to Edit Spaceland Terrain

Tutorial on how to create hills (mounds), craters (pits), and raise or lower regions.

**Click Edit Terrain**

Click on Edit Terrain and the editor will popup. The terrain will also show a grid to assist you in selecting a region to edit.

**Create a hill (mound)**

Click on a tile and hold down to drag to select a region. It will be highlighted in purple. Click on the icon that shows an up arrow over a circle to create a hill (mound). You can also hold down shift while scrolling up on the mouse wheel.
Create a crater (pit)

Select a region of the terrain. Click on the icon that shows a down arrow over a circle to create a crater (pit). You can also hold down shift while scrolling down on the mouse wheel.

Lower a region

Select a region of the terrain. Click on the icon that shows a down arrow over a square to create a lowered region. You can also scroll down on the mouse wheel.

Raise a region

Select a region of the terrain. Click on the icon that shows an up arrow over a square to create a raised region. You can also scroll up on the mouse wheel.

Level region

If you change your mind about a terrain edit and want to change the terrain back to flat, you can select the region, and click on the icon showing a curved arrow pointing down. This will flatten (or level) the region.