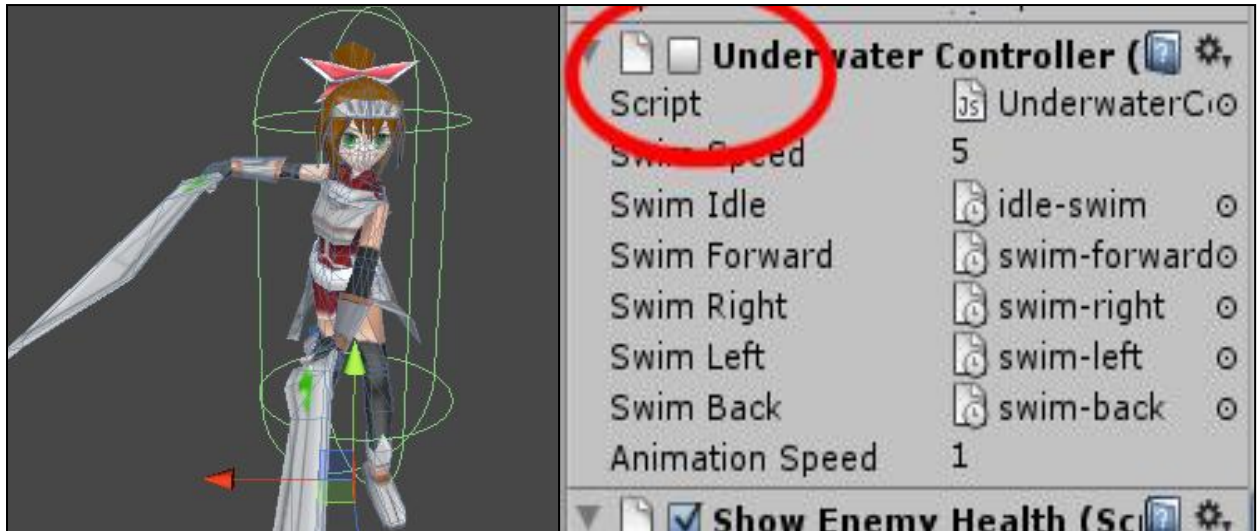


# How to set up for Swimming-System



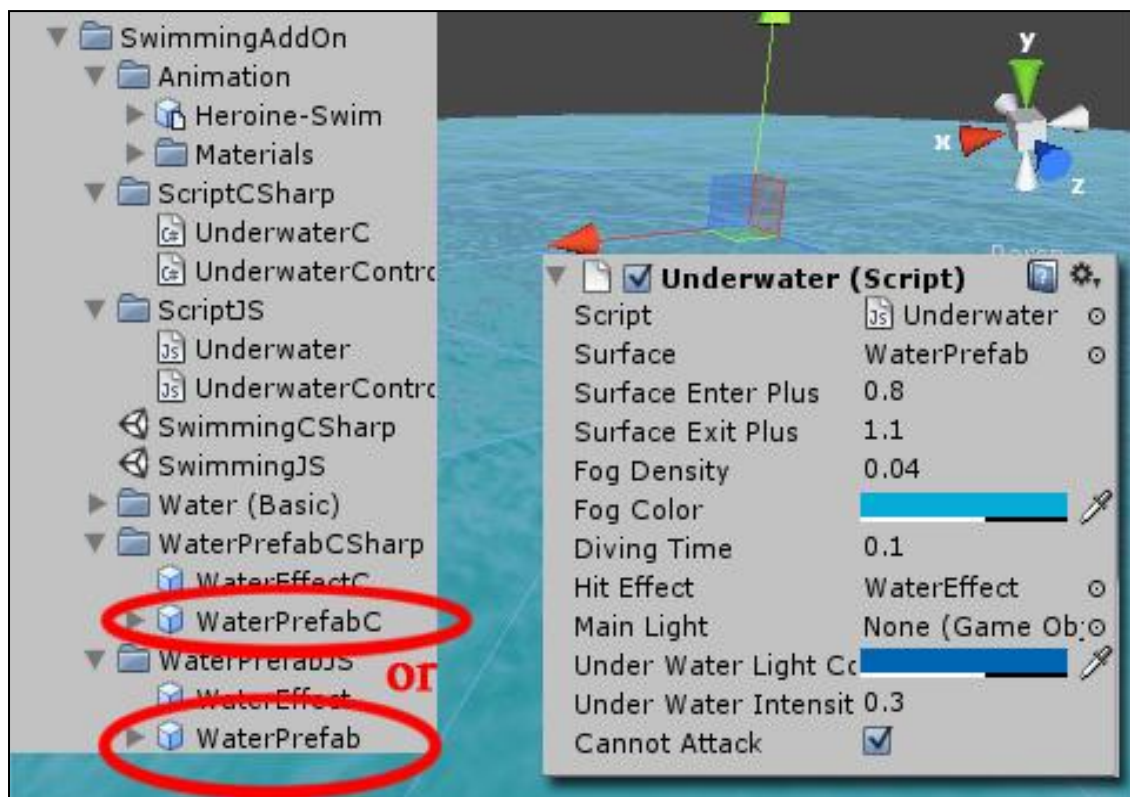
First Drag “UnderwaterController” script to your player  
(If you use javascript use one in the SwimmingAddOn/ScriptJS)  
(If you use C# use one in the SwimmingAddOn/ScriptCSharp)



And uncheck (Disable) the UnderwaterController. Because it will auto Activate when you enter the water.

Assign all animation in UnderwaterController's variable. Now your player is ready to swim.

You can use Water Prefab in SwimmingAddOn/WaterPrefabJS  
 (If you use Javascript)  
 or SwimmingAddOn/WaterPrefabCsharp (If you use C#)



You can set up your Underwater variable in “Underwater” script

Surface	=	GameObject reference for water surface
Surface Enter Plus	=	Addition deep from surface to activate underwater mode
Surface Exit Plus	=	Addition deep from surface for deactivate underwater mode
Fog Density	=	Underwater's fog density
Fog Color	=	Underwater's fog color
Diving Time	=	Delay after enter the water
Hit Effect	=	Water effect when enter the water
Main Light	=	Assign your main direction light in the scene
Underwater Light Color	=	Color of light under water
Underwater Intensity	=	Intensity of light underwater
Cannot Attack	=	Your player cannot attack underwater if you enable it