

Terrain Engine 2D

A 2D Block Engine for Unity

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EXAMPLE PROJECT

Terrain Engine 2D - V1.10

GENERAL

BASIC

ADVANCED

Fluid Properties

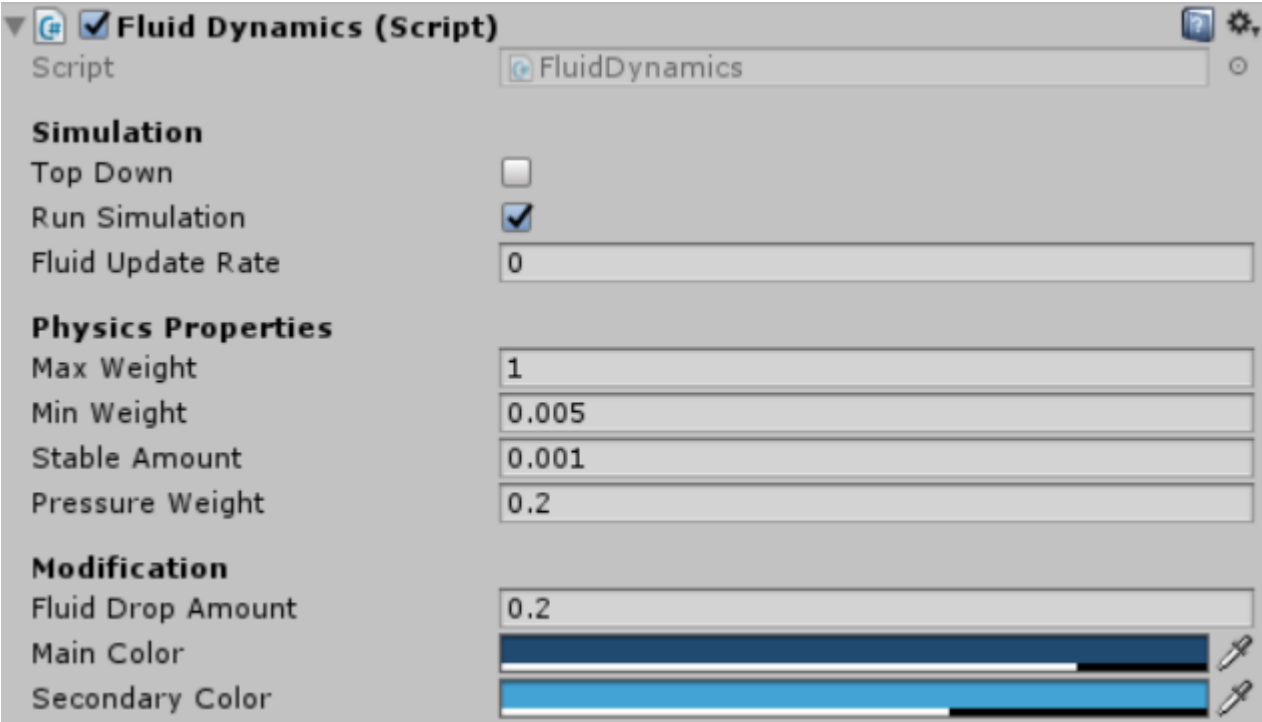
This page explains all of the Fluid Properties in the FluidDynamics inspector.

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General

The Fluid Properties are all the main attributes in the FluidDynamics script. They allow control over running the fluid simulation, physics properties, and color. Take caution, modifying properties at runtime may break the fluid simulation.



Terrain Engine 2D Fluid Properties

Simulation

- Top Down** Fluid simulation used in a top-down style 2d game
- Run Simulation** Toggle the fluid simulation
- Fluid Update Rate** The rate at which the fluid simulation updates (in seconds)

Physics Properties

- Max Weight** The maximum amount of liquid a single block can hold (unpressurized)
- Min Weight** The minimum amount of liquid a single block can hold
- Stable Amount** If the amount of fluid flowing out of a block is less than the stable amount, the fluid block is stable
- Pressure Weight** Fluid weight pressure factor (each fluid block can hold pressureWeight more liquid than the block above it)

Modification

- Fluid Drop Amount** Amount of fluid added on drop
- Main Color** The main color used for the fluid (used for blocks containing high amounts of fluid)
- Secondary Color** The secondary color used for the fluid (used for blocks containing low amounts of fluid)

