

## Thank you!

Thank you very much for choosing *Crest Ocean System* 4.16 for URP!

When upgrading *Crest*, make a backup of your project and remove the existing Crest files before installing the new package.

Please follow *@crest\_ocean* on Twitter for news and updates, and drop in to the Crest Discord server <https://discord.gg/g7GpjDC> to say hello!

Crest began life as open source software hosted here: <https://github.com/wave-harmonic/crest>. This may be a useful resource for issue searching/posting, for looking at experimental development branches, looking at commit history for files, and misc.

Please consider sponsoring us so we can push Crest even further: <https://github.com/sponsors/wave-harmonic>.

**Note:** Unity 2020.3.40 and URP 10.10 or later are required. The most recent version of each is recommended due to the large volume of fixes and improvements that Unity are making.

## Documentation

The documentation is online here: <https://crest.readthedocs.io/>.

It includes setup steps, release notes, detailed user guides and more. It also includes links to tutorial videos from our YouTube channel <https://www.youtube.com/wave-harmonic>.

## Support

There are a number of channels to get support. First and foremost, you can contact us directly via email: [support@waveharmonic.com](mailto:support@waveharmonic.com).

Another support channel is the *Crest* Discord: <https://discord.gg/g7GpjDC>.

Finally issues can be searched and posted on the *Crest* GitHub: <https://github.com/wave-harmonic/crest>.

## Notes

- Custom sky assets may require their code to be added to the ocean shader for the fogging/scattering to work. The ocean shader *Ocean.shader* has a comment pointing out where such code may need to be inserted: "If you are using a third party sky package such as Azure, replace this with their stuff!". Please see the wiki on *Crest* GitHub for more information and examples.