

Thank you!

Thank you very much for choosing *Crest Ocean System* 4.11 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 2019.4.24 and URP 7.6 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.

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.