## Thank you!

Thank you for choosing Crest Ocean System.

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

Crest began life as open source software hosted here: https://github.com/wave-harmonic/crest. This may be a useful resource for search and/or posting issues.

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

## Requirements

- Unity: 2020.3 or later
  - You must use an LTS version
  - You may use a tech stream if no LTS version is available yet
  - You must use the latest patched version
  - Alpha or beta builds are no supported
  - You must use the latest recommended render pipeline package for your Unity version
- Shader compilation target 4.5 or above
- Crest does not support OpenGL or WebGL backends

## 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.