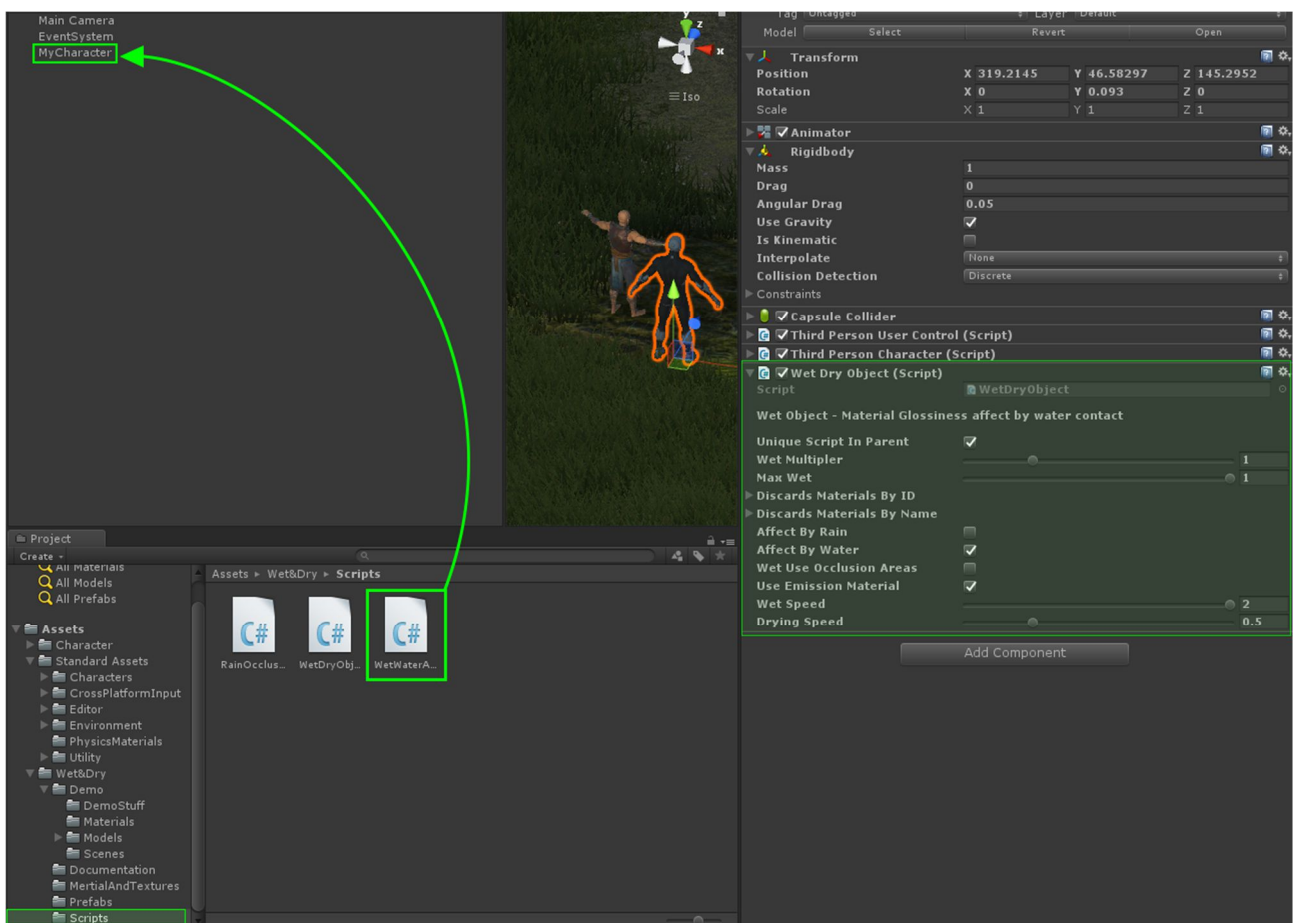


Wet&Dry OBJECTS

Using **Wet&Dry** is extremely simple.

1. Add the **WetDryObject.cs** script manually only to root object/character you want to be affected by water contact. Be careful that **UniqueScriptInParent** is switched on **true**.



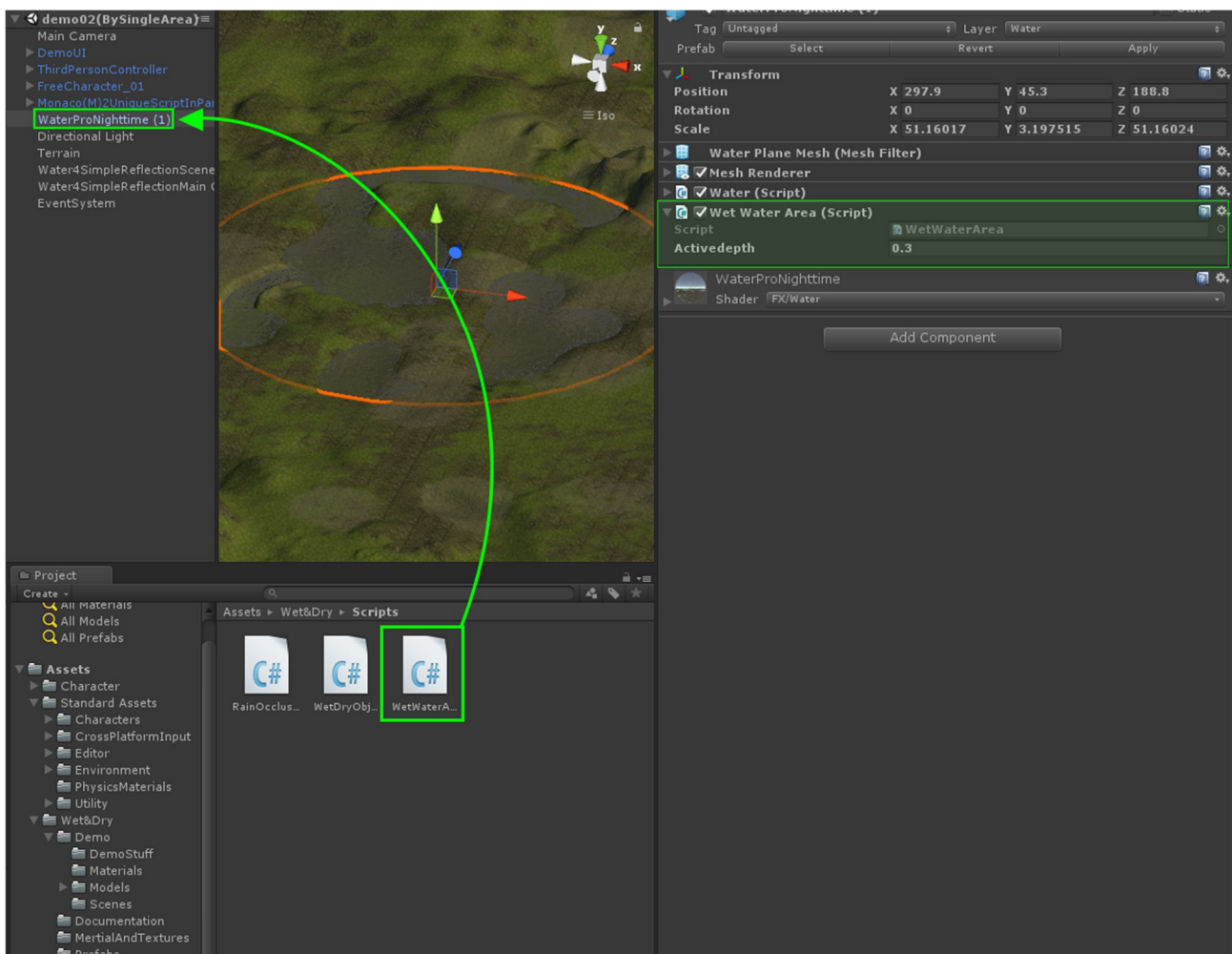
UniqueScriptInParent switched on **true** will capture all materials of this gameObject and all the materials of his children.

You can manage everything from this script.

Use **DiscardsMaterialsByName** strings to discard material that you do not want to be influenced by the script (for example little details etc...)

Remember: less materials you will have and better performance.

2. Add **WetWaterArea.cs** script to all your water planes.



Your character is ready to bathe! Enjoy ;)

How use your Rain System to wet your objects.

`WetDryObject.RainEmit` is the key.

`WetDryObject.RainEmit` is a **static** variable. That means it's the same for every object in the scene. If it rains, it rains for everyone.

When `WetDryObject.RainEmit` is **true**, all object with a **WetDryObject.cs** script will start to get wet, unless the object is in contact with a **RainOcclusionArea** (that is, if an object has the **RainOcclusionArea** script).

To determine if it rains, depends on the weather system you are using. For example:

```
private void Update()
{
    WetDryObject.RainEmit = RainEmitterModule.enabled;
```

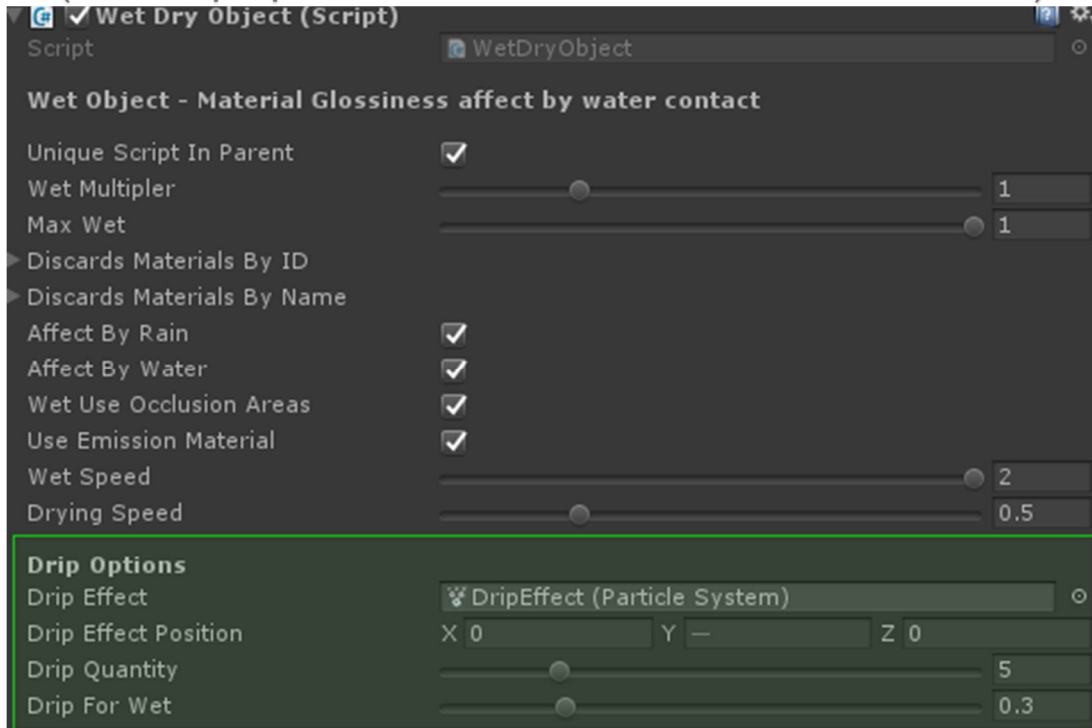
Where *RainEmitterModule* is the rain **ParticleSystem** you are using for rain.

Or...

```
private void Update()
{
    if (RainEmitter.emissionRate > 0)
        WetDryObject.RainEmit = true;
    else
        WetDryObject.RainEmit = false;
```

How use Drip Feature

(The Drip options have been included in version 1.2)



The **drip** effect occurs when an object/character comes out of the water or enters an **RainOcclusionArea** after the rain.

Practically only when the object is **drying**.

The options of this effect are:

- **Drip Effect**: It is the **Particle System** prefab for the effect.
- **Drip Effect Position**: It is the relative position of effect in local space (relative to the root/parent object).
- **Drip Quantity**: It is the quantity/rate of effect.
- **Drip For Wet**: It is the time/amount of moisture the effect will be active, in percentage, relative to the wet effect.

For example, with **0.5** means that the drip effect will be active until the wet effect will drop below 50%.

With **1.0** means that the drip effect will be active for as long as the object is drying.

For all question, mail me to: wilez@wilez.it