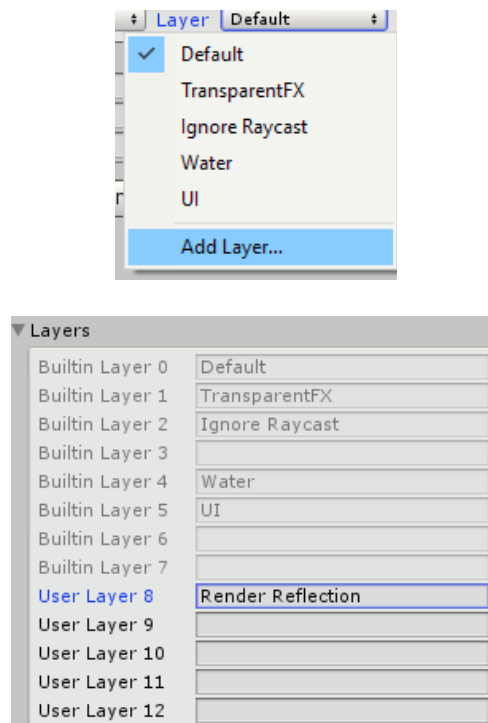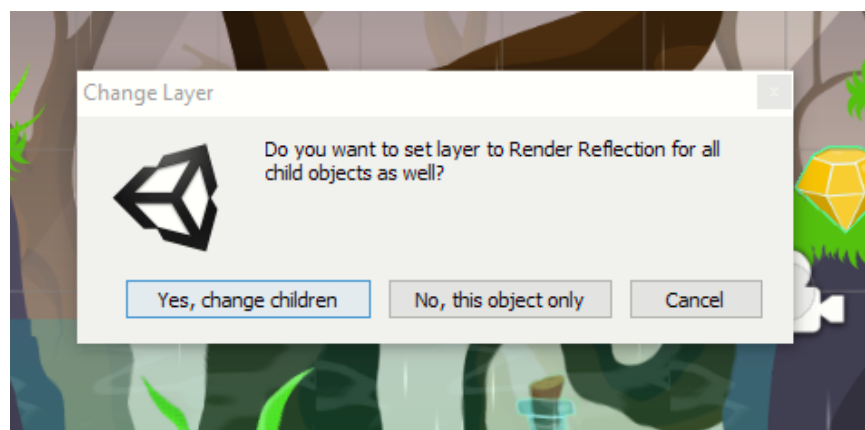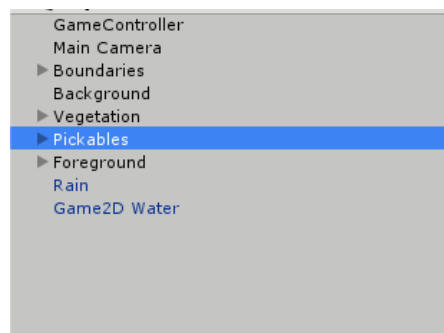# How to setup water reflection in the demo scene (v1.2):

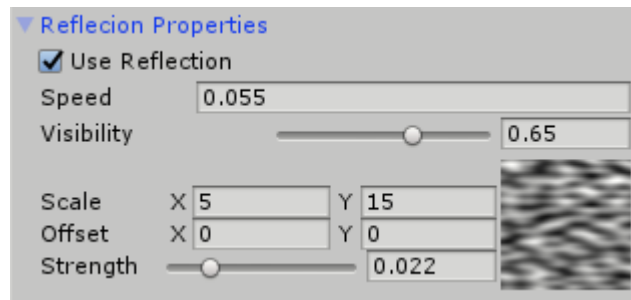1- Add a new layer in your project.

2- Assign "Pickables" to the newly created layer and make sure to set it for all child objects as well.

3- Make sure that the water reflection is activated in the material editor.

4- Under "Reflection Properties" in the "Game2DWater" component, select the newly created layer in the "Culling Mask".