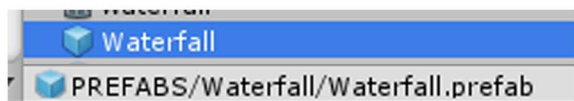


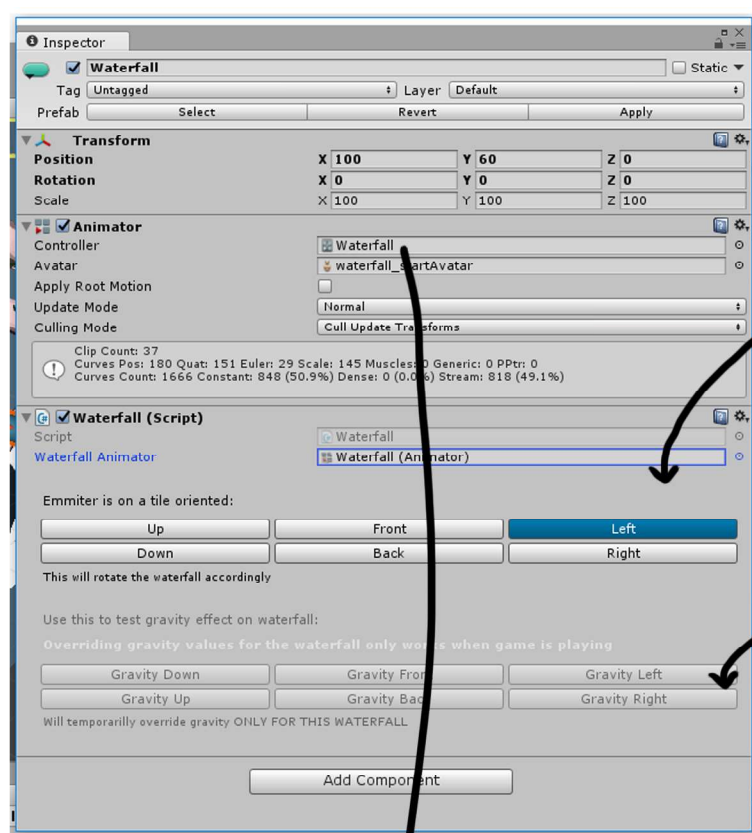
Using and Testing Waterfalls

Waterfalls react to gravity changes and animate accordingly.

You can find the waterfall prefab and drag it into scene.



Alternatively you can create a waterfall (or other similar game object) by creating a game object with an Animator and assign it the Waterfall Animator Controller, and adding the Waterfall Script.



This is what you get, it has a custom inspector - WaterfallEditor.cs

The first group of buttons are enabled in editor mode and are used to change the orientation of the tile where the waterfall emitter currently is **change these to match the desired orientation**

The second group is just for testing how different gravity vectors affect the waterfall, and it only works in play mode.

The Waterfall Controller has all the animations and transitions that the waterfall is using, 36 animations.

You can design your own animations and place them there.

In the Waterfall Controller, the WaterfallOrientation int property is used to track the current gravity state, and starts as -1 so that the first animation - the one that sets the waterfall gravity to the game's stating gravity vector, is made instantly.

