

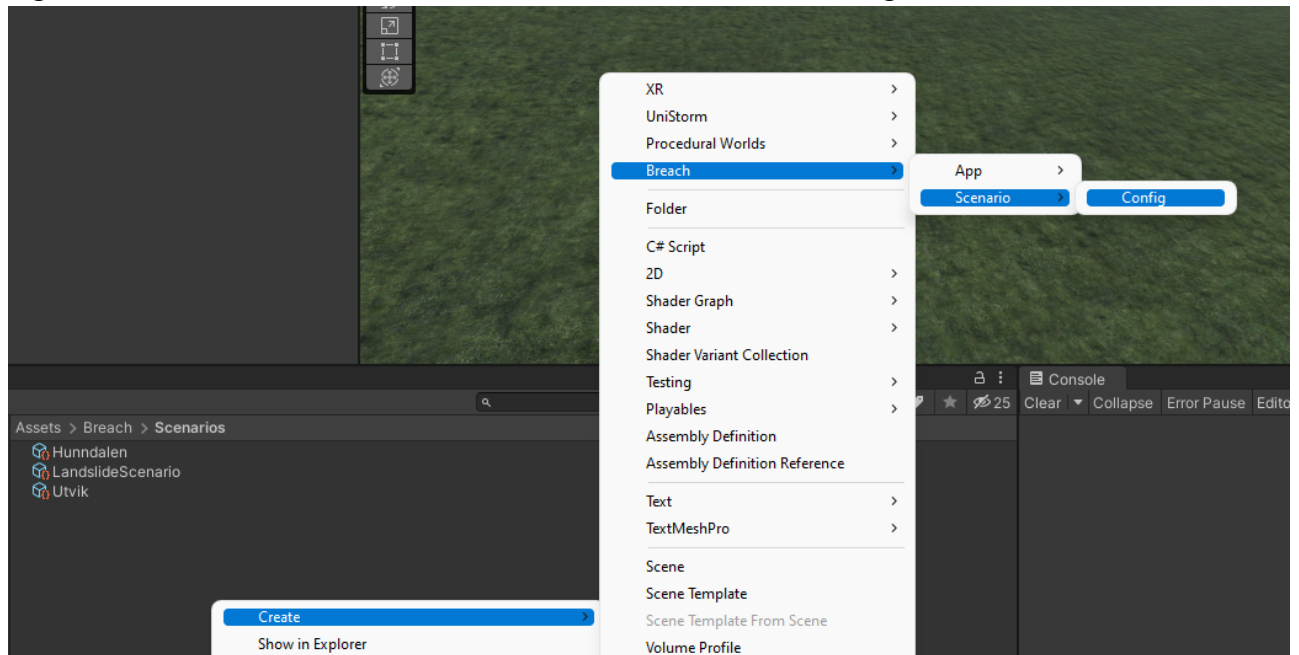
Scenario

This describes how to setup the scenario once all the data has been prepared and imported.

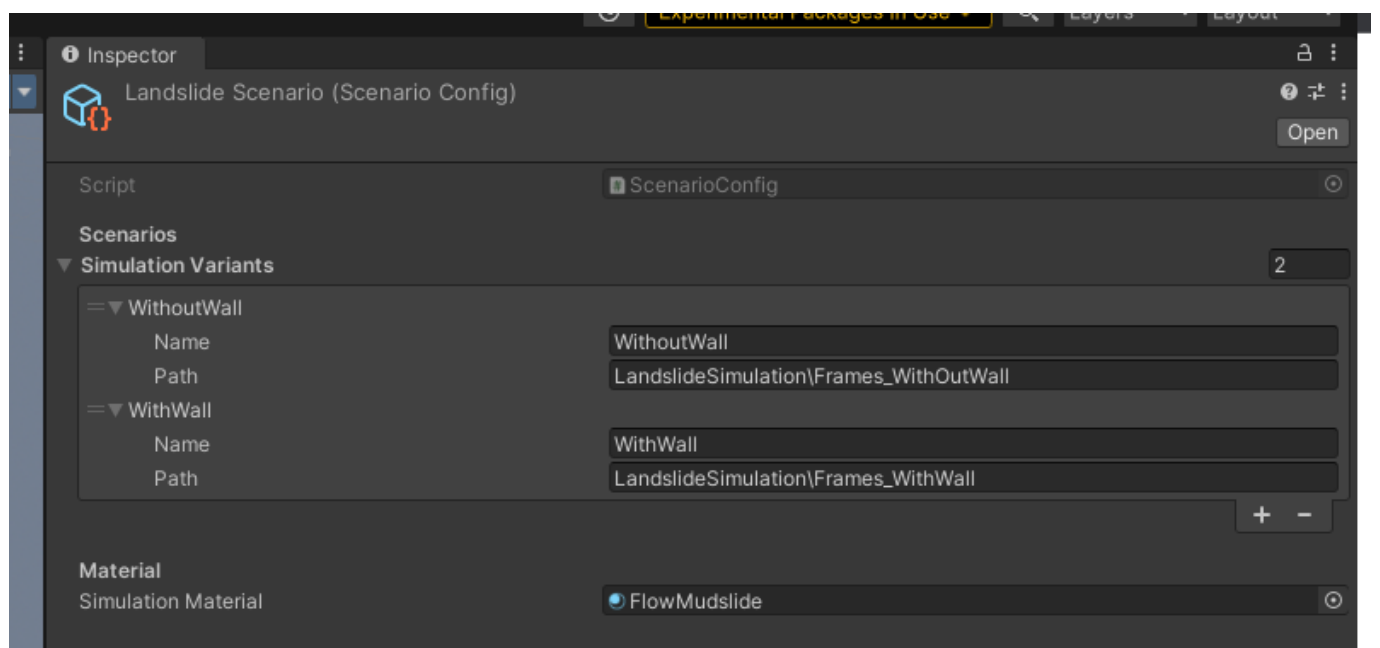
Make sure you have followed the directions outlined in [New Scene](#) and [Import](#) before continuing here.

Create the scenario config

1. Right click in the Asset folder -> Create -> Breach -> Scenario -> Config

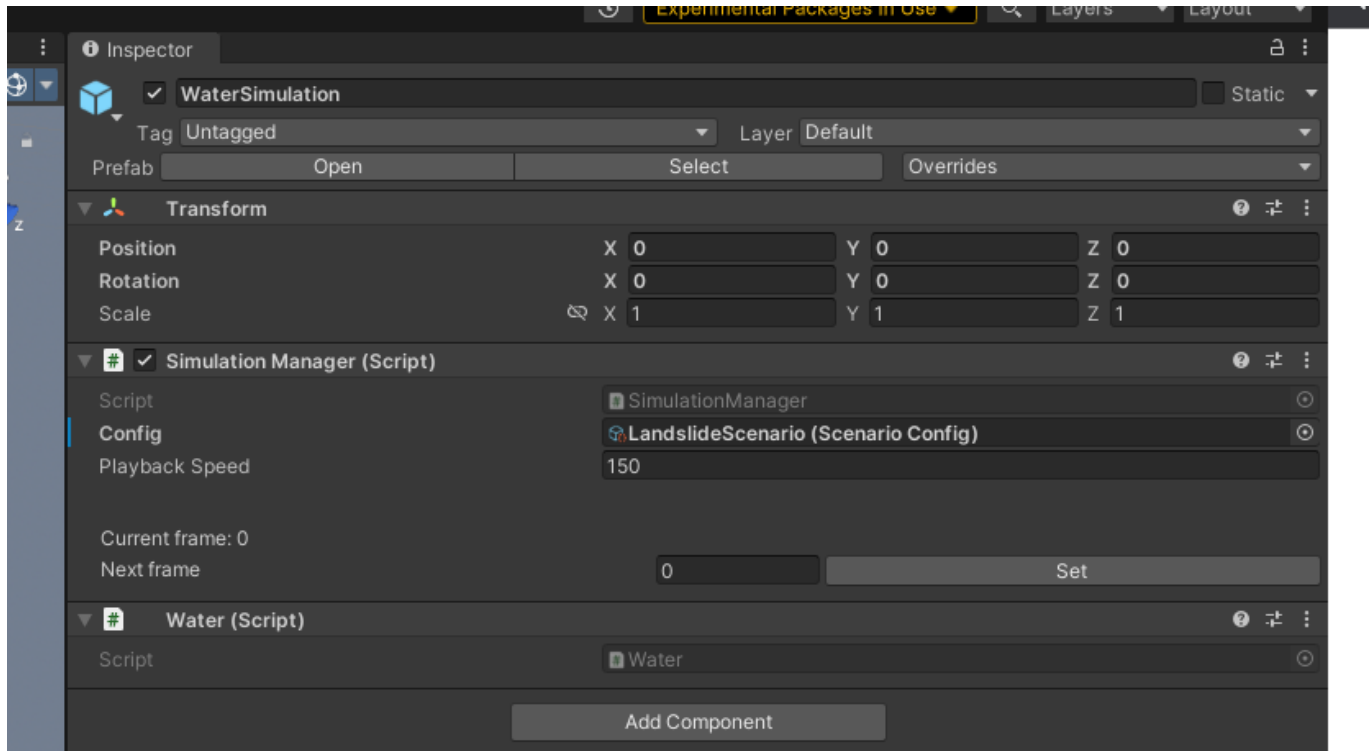


2. Name the scenario something descriptive and save the file
3. Add the imported data to the simulation variants
 - Add multiple variations if relevant
 - The path should be a relative path from within [Assets/StreamingAssets/SceneData](#)
4. Add the flow-material for this simulation



Add the config to the scene

1. In your scene, you should have the **WaterSimulation**-prefab with the **SimulationManager**.
2. Find it and add the ScenarioConfig you just created to the **Config**



You should now be fully setup and ready!