

1 FREQUENTLY ASKED QUESTIONS

1.1 MY BOAT IS TILTED

Sometimes, boats will want to tilt. Reasons are a non-symmetric model or a thin hull, or a misplaced `centerOfMass`.

To correct it, lower/adjust the rigidbody's `centerOfMass` (Often misplaced by Unity).

1.2 I GOT BAD PERFORMANCES

His plugin has been developed on a weak netbook, and has been designed to stick under 1ms / 500 triangles. If you have bad performances, you may have a lot of objects in the scene, or use too complex simulation mesh. Think about proxies!