

# WaveMaker Readme (v2.3)

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Visit the Official Website:

<http://wavemaker.lidia-martinez.com>

It contains:

- How to install required packages
- Advice and explanations of all parameters
- F.A.Q.
- Common errors solver
- Video tutorials and examples
- A detailed list of all features
- Support and new features suggestions tracker.

## Compilation Errors?

WaveMaker requires certain packages to be installed from version 2.0.

In Unity2019+, If you follow the basic scene tutorial in this document, the errors will be shown in the WaveMaker Surface and WaveMaker Interactor components.

**Please follow the complete “How to Install”** guide in the Learning Portal on the official website for your current version of WaveMaker.

## Different colors?

If your colors look different than the screenshots and videos of WaveMaker, you are probably using Gamma Color Space, which is generally not recommended.

Activate Linear Color space:

Edit → Project Settings → Player → Other Settings → Color Space → Linear

## How to create a basic scene

*Note there are several video tutorials in the [YouTube Channel](#)*

- Create a new empty scene on the project view and open it
- Create a Surface - Right click on the hierarchy view > 3D Object > WaveMaker > Velocity Based (Simple) > Surface
- Create a Descriptor file for the surface - Right click on the project view > WaveMaker Descriptor

- Select the WaveMaker Surface game object in the Hierarchy view and attach the Descriptor you just created to the slot in WaveMaker Surface component. Now you can see the surface in the Scene View.
- Create an Interactor - Right click on the hierarchy view again > 3D Object > WaveMaker > Velocity Based (Simple) > Interactor (any type)
- Click play. Move the Interactor and make it touch the surface in the scene view to see the effect.

## How to create an advanced setup with floating objects (buoyancy)

*Note there are several video tutorials in the [YouTube Channel](#)*

- Create a new empty scene on the project view and open it
- Create a Surface - Right click on the hierarchy view > 3D Object > WaveMaker > Occupancy Based (Advanced) > Surface
- Create a Descriptor file for the surface - Right click on the project view > WaveMaker Descriptor
- Select the WaveMaker Surface game object in the Hierarchy view and attach the Descriptor you just created to the slot in WaveMaker Surface component. Now you can see the surface in the Scene View.
- Create an Interactor - Right click on the hierarchy view again > 3D Object > WaveMaker > Occupancy Based (Advanced) > Interactor (any type)
- Before hitting play, place the interactor touching or over the surface so that it will fall on the surface.
- Click play. The object will float on the surface.

**Important** - This type of simulation is slower but provides other features related to fluid volume occupancy. If you don't need any of those features, please use Velocity Based Interaction instead, it is a lot faster and flexible.

**Important** - Occupancy based interaction is meant to be used with horizontal surfaces. For rotated surfaces use Velocity Based simulation.