Documentation

Index

Scripts
- Main Scripts
- Secondary Scripts

External Resources
- Demos

Properties
- Appearance Settings
- Size Settings
- Water Splash Settings
- Water Wave Settings
- Wave Force Settings
- UV & Material Settings
- Particle Settings
- Sound Settings

Customizing
- Play Mode Editing

Scripts

Main Scripts

ZippyWater2D		Core water script.
ZippyWater2DCollider		Collider script detects objects falling in water.

Secondary Scripts

ZippyWater2DAnimateColors		Animates water colors with gradients.
ZippyWater2DBeachBall		Applies random force to a Rigidbody2D object.
ZippyWater2DCenterOfMass		Changes center of mass on Rigidbody2D object.

External Resources

Demos

YouTube Video
Android APK

Properties

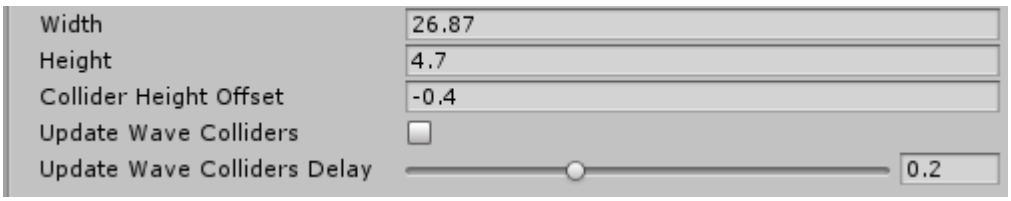
* Cannot edit in runtime

Appearance Settings

Top Color * **	|	Vertex color applied to top of mesh.
Bottom Color * **	|	Vertex color applied to bottom of mesh.
Resolution *	|	Amount of tris and colliders.

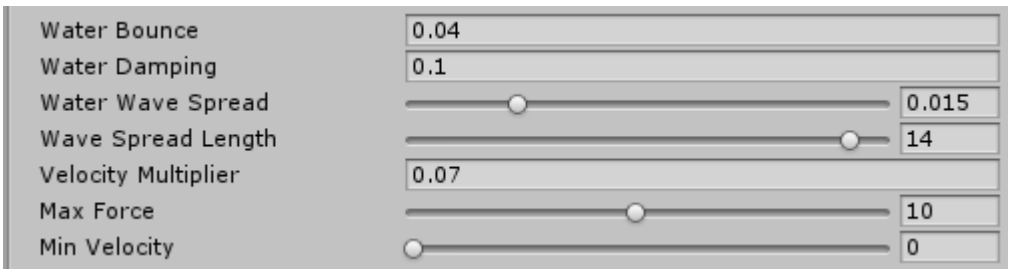
** Call *ZippyWater2D.GenerateMeshColors();* after changing colors.

Size Settings



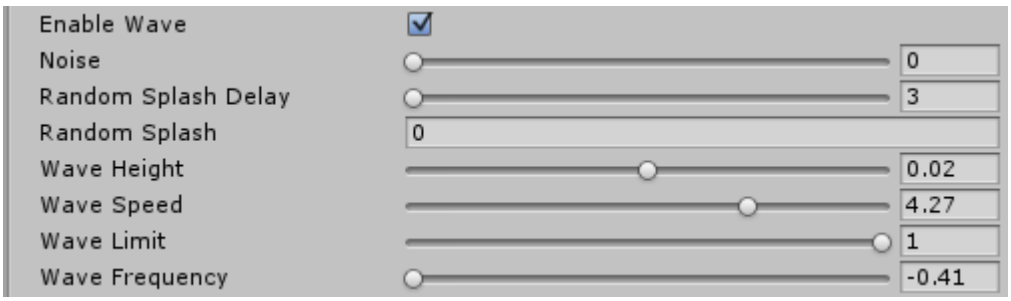
Width & Height *	|	Water size in units. 1 unit = 1m.
Collider Height Offs...*	|	Reduces size of colliders to allow light objects to submerge.
Update Wave Collid..	|	Moves wave colliders based on water waves.
... Colliders Delay	|	Time between collider positions are updated.

Water Splash Settings



Water Bounce	|	Springiness of water.
Water Damping	|	How quickly water recovers from waves.
Water Wave Spread	|	Ripple power.
Wave Spread Length	|	Ripple travel length.
Velocity Multiplier	|	Colliding objects splash power.
Min Velocity	|	Velocity required to splash water.

Water Wave Settings

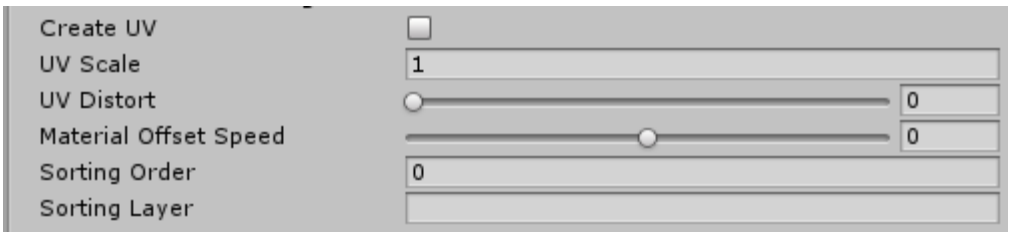


Enable Wave	|	Enabled constant sine wave.
Noise	|	Adds random noise to water line.
Random Splash Del...	|	Time between each time water updates.
Random Splash	|	Force of randomly added splashes to wave.
Wave Height	|	Height of the sine wave.
Wave Speed	|	Travel speed of the sine wave.
Wave Limit	|	Limits the vertical speed of wave, ripples and splash.
Wave Frequency	|	Distance between waves.

Wave Force Settings

Wave Power	|	Force applied to objects in water.
Wave Torque	|	Rotation applied to objects in water.

UV & Material Settings



Create UV *	|	Generates texture UV map to mesh.
UV Scale	|	Adjust size texture should be displayed in.
UV Distort	|	Distorts UV based on waves, ripples and splash.
Material Offset Speed	|	Animates horizontal offset of mesh material.
Sorting Order	|	2D sprite system sorting order.
Sorting Layer	|	2D sprite system sorting layer.

Particle Settings

Particles *	Particles used when water splashes.
Particle Splash Power	Particle speed on splash.
Particle Splash Emit	Number of particles emitted on splash.
Bubble Particles *	Bottom particles.
Bubble Particles E...*	Number of particles emitted from bottom of water.

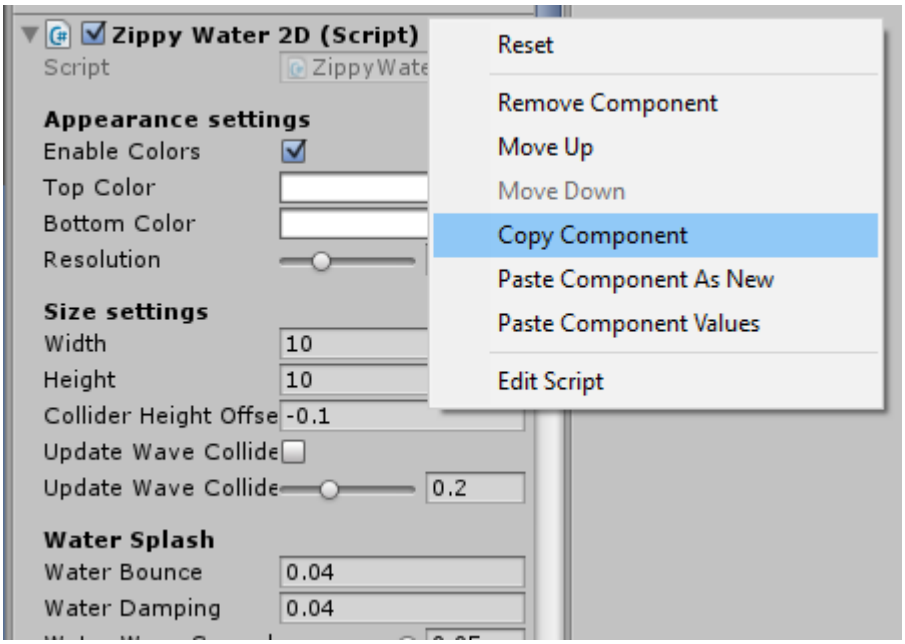
Sound Settings

Splash Sounds	Sounds used when object enters water.
Exit Sounds	Sounds used when object exits water.
Splash Sound Volume	How much volume on Splash and Exit sounds.
Splash Sound Delay	Delay between audio clips. (Avoid overlapping sounds)

Customizing

Play Mode Editing

The easiest way to customize the water is to do so while the game is running.
When the wanted result is achieved, simply copy the component by right clicking on the Zippy Water 2D title.



Stop the game, then right click again to paste in the component values from when the game was playing. This method also works on other components such as particle systems.