

Changelog

v2.2

17/07/2020

- Moved editor drawing to NWH.NUI for all scripts.
- WaterDataProviders are now MonoBehaviors and have been simplified for easier implementation of custom providers.
- Cameras, VehicleChanger and other scene scripts are now the same between NWH Vehicle Physics 2 and Dynamic Water Physics 2. This enables use of both in the same scene.
- Reworked input to use InputProvider system from NWH Vehicle Physics 2; both InputManager and InputSystem are now supported. Customizing input is now much easier.
- * Added support for water normals for water systems that can provide this info.
- WaterObject materials are now ScriptableObjects instead of a static list.
- Add roll stabilization.
- Improved code related to water object simulation for better performance.
- Added support for Collider based water.
- Add "IsTouchingWater" to WaterObject.
- Fixed water flow calculation.
- Fixed WaterObjects not being detected in additively loaded scenes.
- Other minor bug fixes and changes.

From:

<http://localhost/> - **Documentation**

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Last update: **2020/07/17 15:48**

