Water Compatibility Documentation
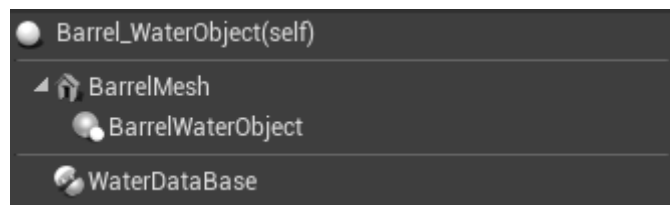
Version 1.0 of DWP2 only supports multiple water surfaces when used with Unreal Water plugin.

Flat Water

Any flat water system can be used with DWP2, even a simple StaticMesh or just an empty Actor. Performance-wise this is the least CPU-intensive way to use DWP2 since there are no water height queries that otherwise have to be run each frame with wavy water systems.

To use flat water:

- Attach `WaterDataBase` to the Actor.
- Assign the reference Actor to the `WaterDataBase` so the script knows at which level the water is.

If the position of the reference Actor never changes, there is an option to use the `WaterObject` without any `WaterData` components. In that case, the `Default Water Height` of `WaterObject` will be used. Same as for the **No Water** scenario below.

Unreal Water (4.26+)
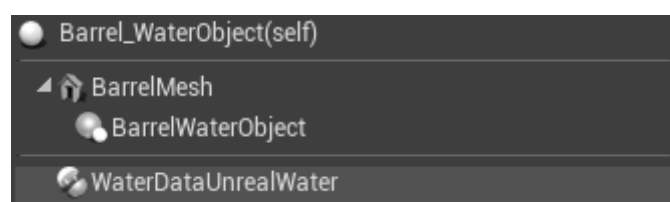
Unreal Water is still under heavy development by Unreal and some bugs are present.

Known bugs (affecting DWP2):

- Objects that are touching the water on BeginPlay will not get detected by the water surface, meaning that these objects have to be placed slightly above the water.

To use Unreal Water:

- Set up the Unreal Water scene as you would normally or use the Water demo scene (Content Browser > Water Content).
- Attach `WaterDataUnrealWater` to the actor. The rest will be set up automatically.

After entering play mode `WaterDataUnrealWater` a Buoyancy component will be attached to the actor. This is because DWP2 uses the default buoyancy system for detecting the currently active water surface. The Buoyancy component is otherwise not being used for any physics calculations.

No Water
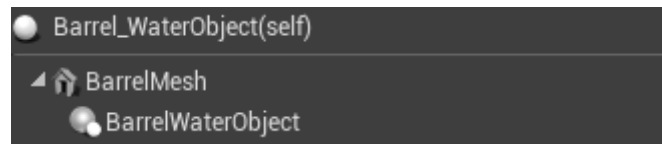
`WaterObject` can be used with no water of any kind present in the scene.
In that case the `Default Water Height`, `Default Water Normal` and `Default Water Flow` settings of the `WaterObject` will be used. The same settings will also be used if the `WaterObject` is configured with a `WaterData` script but the water in question can not be found. For example, when `WaterDataUnrealWater` is used and there is no Unreal water present at the current position.

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http://unreal.dynamicwaterphysics.com/ - **Documentation for Unreal Engine**

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