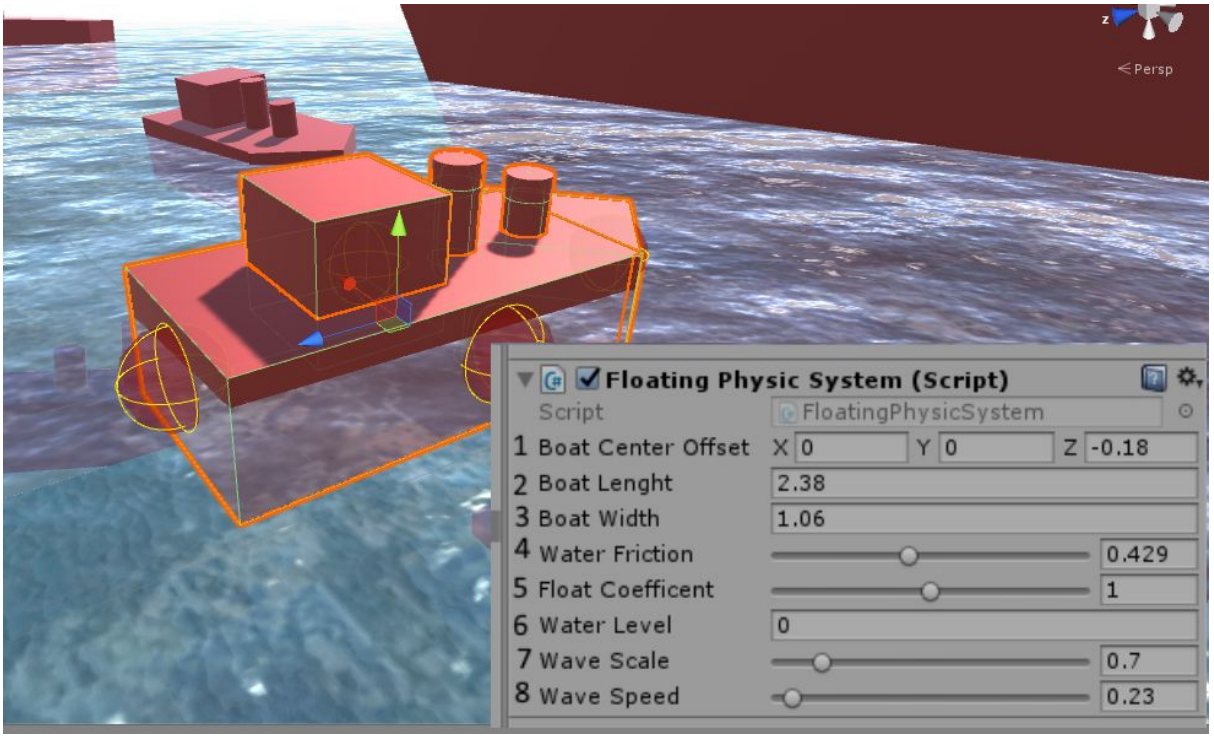
How to set up water floating physic system.

1) Select the object that you want to make float or sink on the water.
2) Add Rigidbody Component to them (select->AddComponent->Rigidbody)
3) Add FloatingPhysicSystem Component to them (select->AddComponent->FloatingPhysicSystem)

Now what you should see in the inspector is this menu:



With this menu you will set up your object to interact with your water.
You can manage those parameter on your object:

1) Boat Center Offset: the center of the mass of the object: This manage where water level will on the object.
2) Boat Lenght: The lenght of the object: change it to make the interface aligned to the boat for a correct use of the script.
3) Boat Width: Same as the length. keep in mind that a width too strait will make object roll on the water, and a width too large will make it too stable on it.
4) Water friction: this parameter set the liquid density; A low value will make the object move slowly, and an high value will make it move easier.
5) Float coefficient: this value decide if this object will float or sink. An higher value will make it float very well, as an air balloon on water.
6) Water Level: This decide the generic water level that object will always use as ocean. Script will work if object's height will under this value.*
7) Wave scale. You can set a floating wave simulations if you want the object randomly roll, just like waves pushing it. You can set how much it will roll through this value.
8) Wave speed: Rolling speed will decided through this value.

* From version 2.0 you can also set up water zones like pools and lakes.

Set up a water area

This is useful if you need to make water floating areas at different heights, like pools on roofs/on boats, lakes at different heights ecc.

To set this up you just have to:

1) chose an object to use as water position (like a custom water plane).
2) Add Water Pool script (select->AddComponent->WaterPool)
3) Add at least one box collider and set it as trigger (This will the area where the object will float)