Need to choose what the triggers are so all else collides

Need to set terrain thickness

If cannonball trigger but the collider doesn’t can i still call on trigger in the collider without the trigger as well as the one without

https://stackoverflow.com/questions/9688237/how-to-prevent-colliders-from-passing-through-each-other

Need to tidy the project

Look into view port rectangle forsplit screen

Take triggers off colliders to make the boat collide freez x z rotation and y position but seems not to turn or very little, maybe because so little difference in angle force being applied need to check though think it is 30 degree

Colliders strangley push up triggers too on the camera triggers

Need change code so doesn’t accelerate out of hand

But then issues of spinning and sinking and then not like turning once freezing directions

Also the speed now accelerates probably because when not a trigger it suddenly has weight

And so now it builds momentum

Needs more speed to move too