

Getting Started Guide

Waterfall System

Game 2D Water Kit version 1.4.8

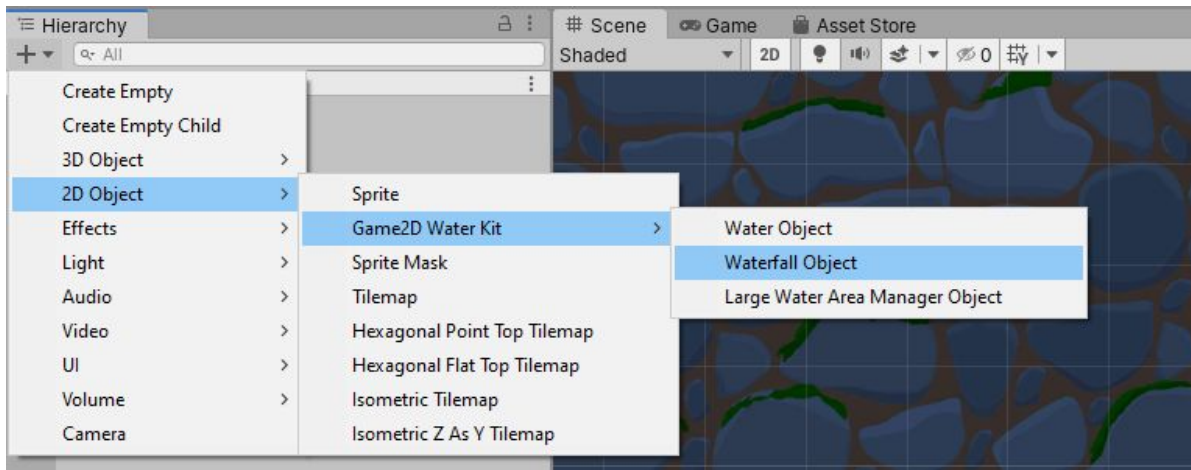
For the complete documentation, please check

<https://game2dwaterkit.haydeludos.com/waterfall-system/>

Email: haydeludos@gmail.com

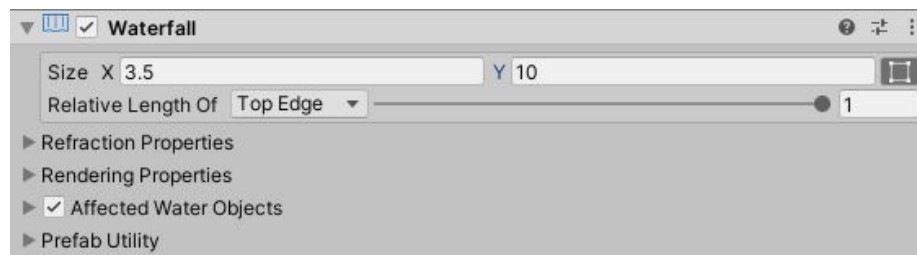
Creating a waterfall object

We create a waterfall object from the hierarchy's **Create** menu:



2D Object → Game 2D Water Kit → Waterfall Object

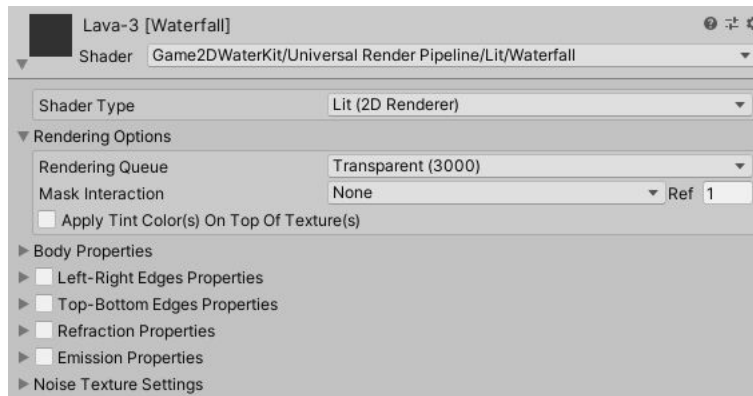
Resizing the waterfall object



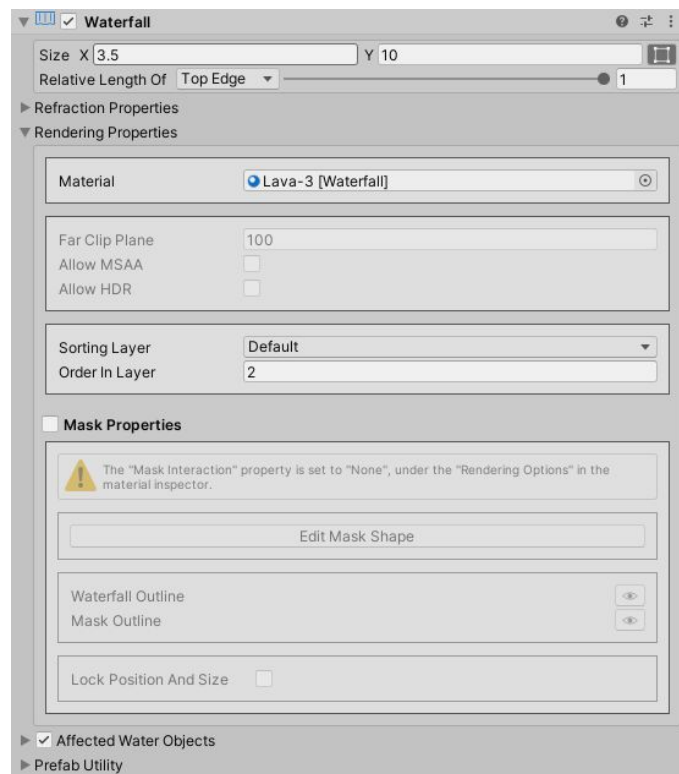
We resize the waterfall object right in the scene view using the **Rect Tool**, or we can just provide the **width** and the **height** in the waterfall component inspector.

Sorting the waterfall object relative to sprites

Before trying to sort the waterfall object relative to sprites, we first need to make sure that the **Rendering Queue** property, under the **Rendering Options** in the waterfall material inspector, is set to **Transparent**.



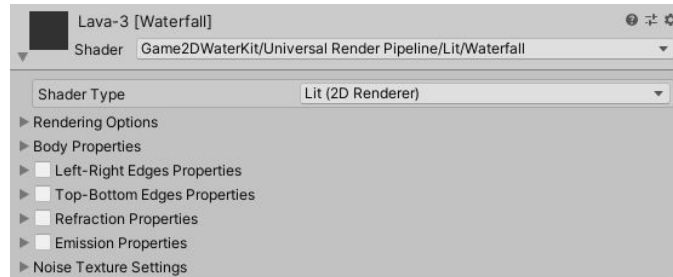
Then, under the **Rendering Properties** in the waterfall component inspector, we specify the **sorting layer** as well as the **order within that layer**.



Note:

The **Mesh Mask** feature is exactly the same as in the water system. Please check the **Getting Started Guide of the water system** for a complete overview of this feature.

Tweaking the waterfall visuals

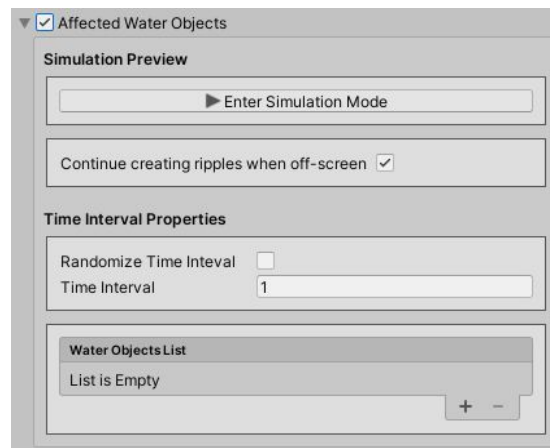


You can tweak the colors and textures of the body, the left-right edges and the top-bottom edges, and also enable the refraction effect in the waterfall material inspector.

For a complete description, please check

<https://game2dwaterkit.haydeludos.com/waterfall-system/waterfall-visuals/>

Tweaking the waterfall simulation



The waterfall system can interact with multiple water systems that it overlaps, disturbing their surfaces and creating ripples. We tweak the waterfall simulation properties in the waterfall component inspector.

For a complete description, please check

<https://game2dwaterkit.haydeludos.com/waterfall-system/waterfall-simulation/>