Water 2D Kit

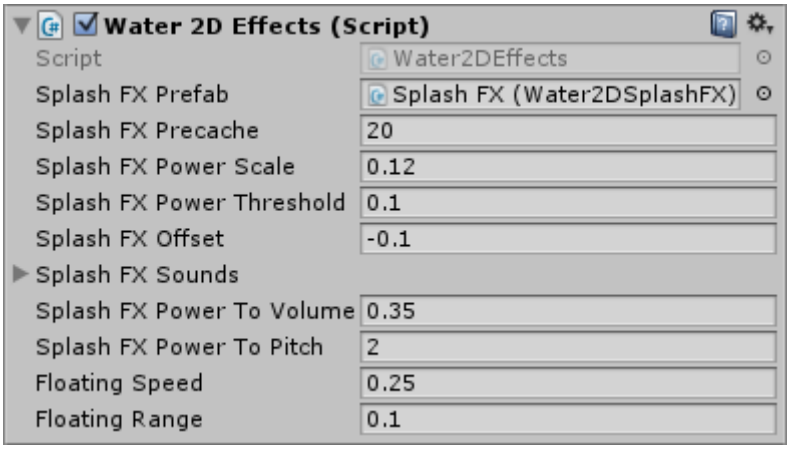
Version 1.1

COMPONENTS

The description below provides details about parameters of the components used in the example scene (Raving Bots\Examples\Example Water 2D).

Water 2D Effects

Water2DEffects detects collisions with water and instantiates a splash FX.



Parameters:

1. **Splash FX Prefab** – a reference to the Water2DSplashFX prefab.
2. **Splash FX Precache** – the number of Water2DSplashFX instances prepared before they are needed.
3. **Splash FX Power Scale** – the component calculates a power of the collision of an object with water, and this parameter is used for scaling the power.
4. **Splash FX Power Threshold** – if the power is smaller than this threshold, then the collision is ignored.
5. **Splash FX Offset** – defines a distance from the collision to the splash FX position.
6. **Splash FX Sounds** – a set of water splashing sounds.
7. **Splash FX Power To Volume** – the collision power is multiplied by this parameter to calculate sound volume.
8. **Splash FX Power To Pitch** – the collision power is divided by this parameter to calculate sound pitch.
9. **Floating Speed** – speed of animating the Surface Level of Buoyancy Effector 2D.
10. **Floating Range** – the range of the Surface Level animation.

Water 2D Material Scaler

Water2DMaterialScaler automatically adjusts the parameters of a water material depending on its gameObject scale. It is also used for customizing material appearance. It should be disabled during the game to save performance.

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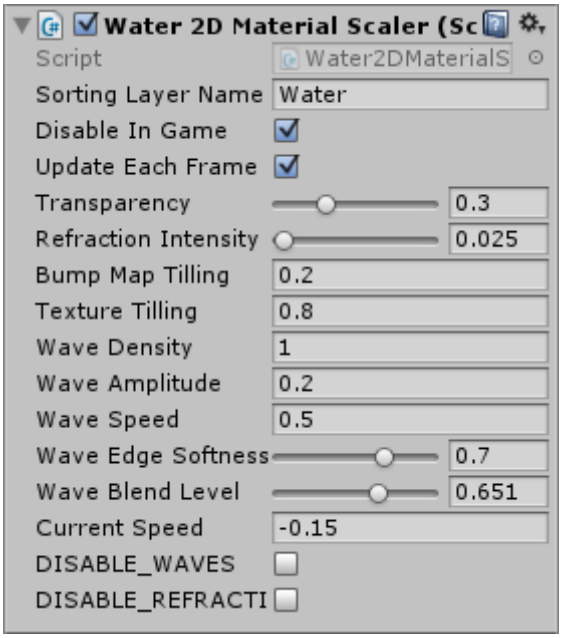

Parameters:

1. **Sorting Layer Name** – determines the order of water rendering.
2. **Disable In Game** – disables the component in game on Awake() if checked.
3. **Update Each Frame** – overrides the material settings in each frame if checked.
4. **Transparency** – transparency of the overlay texture.
5. **Refraction Intensity** – a strength of the glass effect.
6. **Bump Map Tilling** – tilling of the normal map.
7. **Texture Tilling** – tilling of the overlay texture.
8. **Wave Density** – affects the width of a wave.
9. **Wave Amplitude** – affects the height of a wave.
10. **Wave Speed** – affects the speed of wave animation.
11. **Wave Edge Softness** – adjust to have more flat or pointy waves.
12. **Wave Blend Level** – defines a height in which waves start to affect the material.
13. **Current Speed** – velocity of a horizontal water flow.
14. **DISABLE_WAVES** – shader keyword used to disable wave animation.
15. **DISABLE_REFRACTION** – shader keyword used to disable refraction (intended for slow machines).