WaveMaker Readme (v2.5)

Visit the Official Website:

http://wavemaker.lidia-martinez.com

It contains:

- How to install WaveMaker and the required packages
- Advice and visual explanations of all parameters
- F.A.Q.
- Common errors solver
- Video tutorials and examples
- A detailed list of all features
- Support and new features suggestions tracker.

Compilation Errors or WaveMaker doing nothing?

WaveMaker requires certain packages to be installed. Select any GameObject that contains a WaveMaker component (Surface, Interactor…) and check if you have a warning there.

Please follow the complete "How to Install" guide in the Learning Portal on the official website for your current version of WaveMaker.

How to use the Sample Scenes

In the Sample Scenes folder, double click the Common Resources packages to import the resources needed for all Render Pipelines. Then double click the package depending on the RP you are using.

If you don't know which Render Pipeline you are using, check if you have a file attached to:

Edit →Project Settings → Graphics → Scriptable Render Pipeline Settings

and/or:

Edit → Project Settings → Quality → Select the current quality → Rendering.

If you have nothing attached, you are using Built-in. Otherwise, you are using HDRP or URP depending on the asset file you have attached.

Open the scenes inside each folder of the HDRP / Built-in / URP folders to see the examples. The materials should never be pink. If the water is not simulating, check the previous section about solving package conflicts.

Sample Scenes and Gamma/Linear Space

If your scene uses Gamma Space and you convert to Linear Space, the sample scenes may be extremely bright, specially in HDRP. Select the light, and lower the intensity until you see proper colors.

If your colors look different than the screenshots and videos of WaveMaker, you are probably using Gamma Color Space. To enable Linear Space:

Edit → Project Settings → Player → Other Settings → Color Space → Linear

How to create a basic scene

Note there are several video tutorials in the YouTube Channel

- Create a new **empty scene** on the project view and open it

- Create a **Surface** - Right click on the hierarchy view > 3D Object > WaveMaker > Velocity Based (Simple) > Surface

- Create a **Descriptor** file for the surface - Right click on the project view > WaveMaker Descriptor

- Select the WaveMaker Surface game object in the Hierarchy view and drop the Descriptor you just created in the descriptor slot in WaveMaker Surface component. Now you can see the surface in the Scene View. If the **color is pink**, use any of the WaveMaker basic materials you will find for URP, HDRP and Built-in in the Resources folder.

- Create an **Interactor** - Right click on the hierarchy view again > 3D Object > WaveMaker > Velocity Based (Simple) > Interactor (any type)

- Click **play**. Move the Interactor and make it touch the surface in the scene view to see the effect.

How to create an advanced setup with floating objects (buoyancy)

Note there are several video tutorials in the YouTube Channel

- Create a **new empty scene** on the project view and open it

- Create a **Surface** - Right click on the hierarchy view > 3D Object > WaveMaker > Occupancy Based (Advanced) > Surface

- Create a **Descriptor** file for the surface - Right click on the project view > WaveMaker Descriptor

- Select the WaveMaker Surface game object in the Hierarchy view and drop the Descriptor you just created in the descriptor slot in WaveMaker Surface component. Now you can see the

surface in the Scene View. If the **color is pink**, use any of the WaveMaker basic materials you will find for URP, HDRP and Built-in in the Resources folder.

- Create an Interactor - Right click on the hierarchy view again > 3D Object > WaveMaker > Occupancy Based (Advanced) > Interactor (any type)

- Before hitting play, place the interactor touching or over the surface so that it will fall on the surface.

- Click play. The object will float on the surface.

Important - This type of simulation is slower but provides other features related to fluid volume occupancy. If you don't need any of those features, please use Velocity Based Interaction instead, it is a lot faster and flexible.

Important - Occupancy based interaction is meant to be used with horizontal surfaces. For rotated surfaces use Velocity Based simulation.