



Screenshot of demo scene for DWP2 with Crest.

Dynamic Water Physics 2 is compatible with Crest v10 or newer. Older versions have different API.

Crest supports water heights, normals and flows.

### Crest Import

1. Download and import Crest and Crest-Examples from [here](#). For HDRP and URP version check Unity Asset Store.
2. Open Crest-Examples ⇒ Main ⇒ Scenes ⇒ main scene.
3. Remove the existing boat from the scene.

### Adding a CrestWaterDataProvider

1. Add DWP\_CRESC to *Project Settings > Player > Scripting Define Symbols*.
2. Find the Game Object containing the OceanRenderer component.
3. Attach CrestWaterDataProvider to the object.

### Adding a WaterObject

1. Drag Racer prefab into the scene.
2. Press play. The boat will now float and follow the waves properly. If this is not the case check that the console states DWP: Using Crest and there are no errors or warnings.

From:

<http://dynamicwaterphysics.com/> - **Documentation for Unity**

Permanent link:

<http://dynamicwaterphysics.com/doku.php/DWP2/CrestWaterDataProvider>



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