



WaterParticleSystem inspector.

Water Particle System is a component that generates particles based on simulation data from Water Object Manager. It can be added to any Water Object.

Water Particle System has been rewritten from the ground up for DWP2 and now it has virtually no performance or memory overhead except for the cost of the Unity's Particle System it uses to render particles.

Water Particle Systems emits only along X-Z axis and does not work with wavy water assets. For that asset-specific foam has to be used (if available).

Fields

- **Emit** - Particles will only be generated when this field is ticked.
- **Render Queue** - Render queue of the particle material. If particles are rendered behind the water increase the value to be just above the value of the water's render queue.
- **Surface Elevation** - Height above water surface at which the particles will be emitted.
- **Start Size** - Starting diameter of the particle.
- **Sleep Threshold Velocity** - If rigidbody's velocity is below this value particles will not be emitted. Do not set to 0 as that will result in (invisible) particles constantly being generated, even when object is still.
- **Initial Velocity Modifier** - Velocity at the point of contact with water is multiplied by this value to get the initial particle velocity. If set too high it will seem as if the particles are flying away from the object.
- **Max Initial Alpha** - Maximum initial alpha (transparency) of the foam. If set to 1 foam will be opaque, 0 and it will be invisible.
- **Initial Alpha Modifier** - Higher contact force with water will result in higher initial alpha (up to Max Initial Alpha). This field sets the sensitivity of alpha related to the force.
- **Emit Per Cycle** - How many particles should be emitted in each cycle? If there are not enough contact points with water less particles may be emitted.
- **Emit Time Interval** - Interval between emission cycles in seconds.

- **Position Extrapolation Frames** - To counteract the initial fade-in and apparent lag of the particles, the emission position is predicted a number of frames in advance. If this number is set too high particles will appear as if emitting in front of the object.

From:

<http://dynamicwaterphysics.com/> - **Dynamic Water Physics Documentation**

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