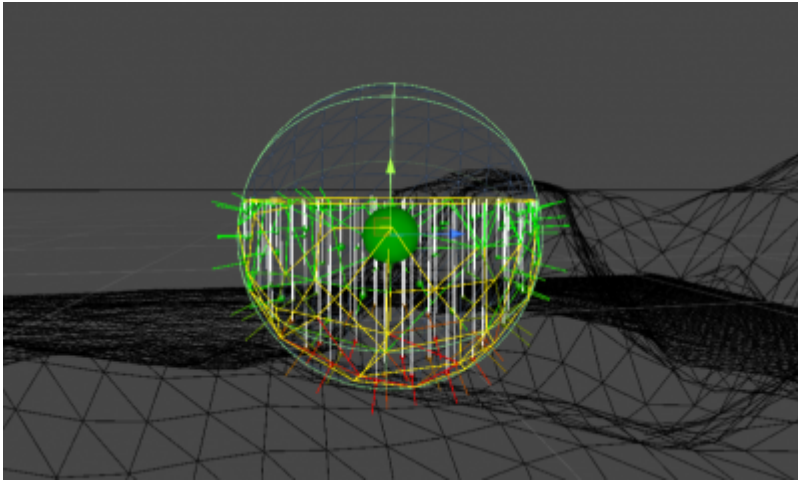


WaterObject inspector.

WaterObject is the main script of DWP2. It handles all the buoyancy and hydrodynamics calculations.

WaterObject gets the data needed for simulation from the *Simulation Mesh*. This is a static mesh that will be used for simulating water/object interaction and can either be the original mesh or a simplified version of it. WaterObject provides basic tools for mesh triangle decimation, removal of co-located vertices, and convexification - if needed.



WaterObject with WaterObjectManager's Debug field enabled.

Fields

To get info about individual fields hover the mouse over the field and a tooltip will pop up.

Instantiating at Run-time

Check [WaterObjectManager page](#) for more info about instantiating WaterObjects at run-time.

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