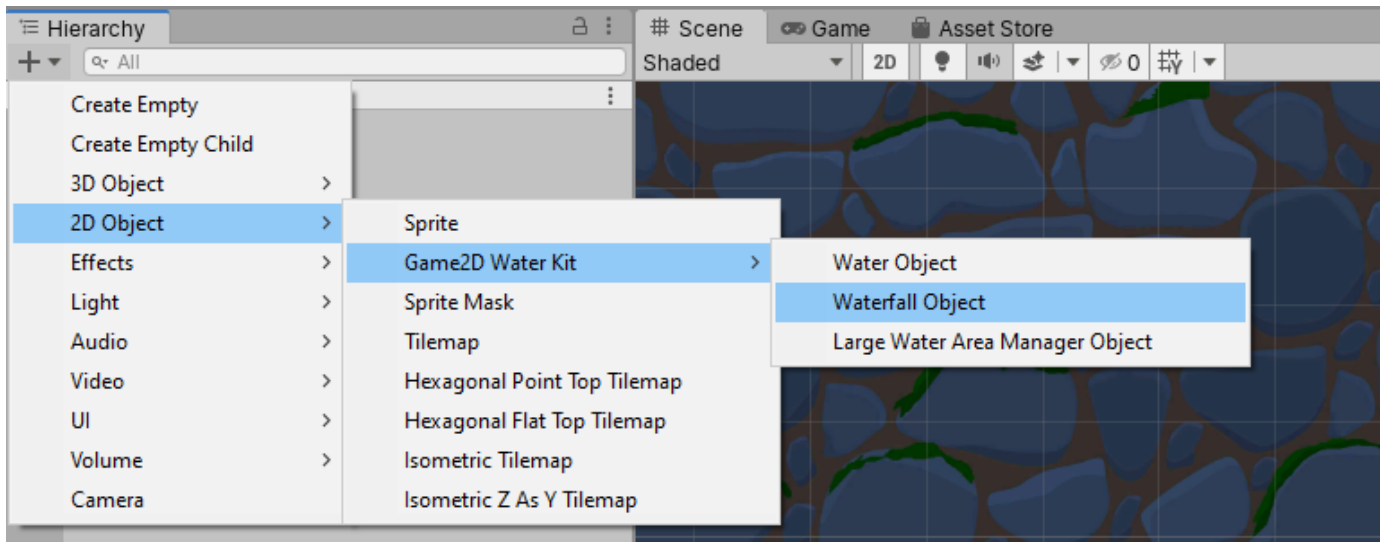


Getting Started With The Waterfall System

Creating A Waterfall Object

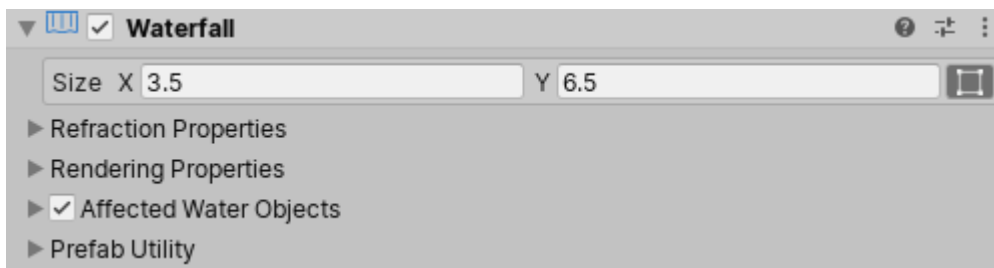
We create a waterfall object from the Hierarchy's Create menu:

2D Object → Game2D Water Kit → Waterfall Object



Resizing The Waterfall Object

We resize the waterfall object right in the scene view using the Rect Tool, or we can just provide the width and the height in the waterfall component inspector.



Script Reference

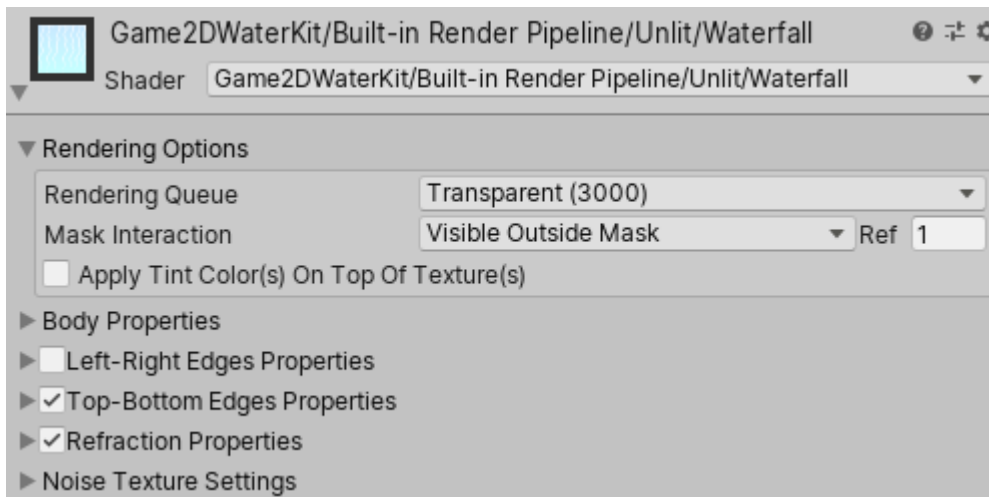
```
waterfallObject.MainModule.SetSize(new Vector2(width, height));
```

Sorting The Waterfall Object Relative To Sprites

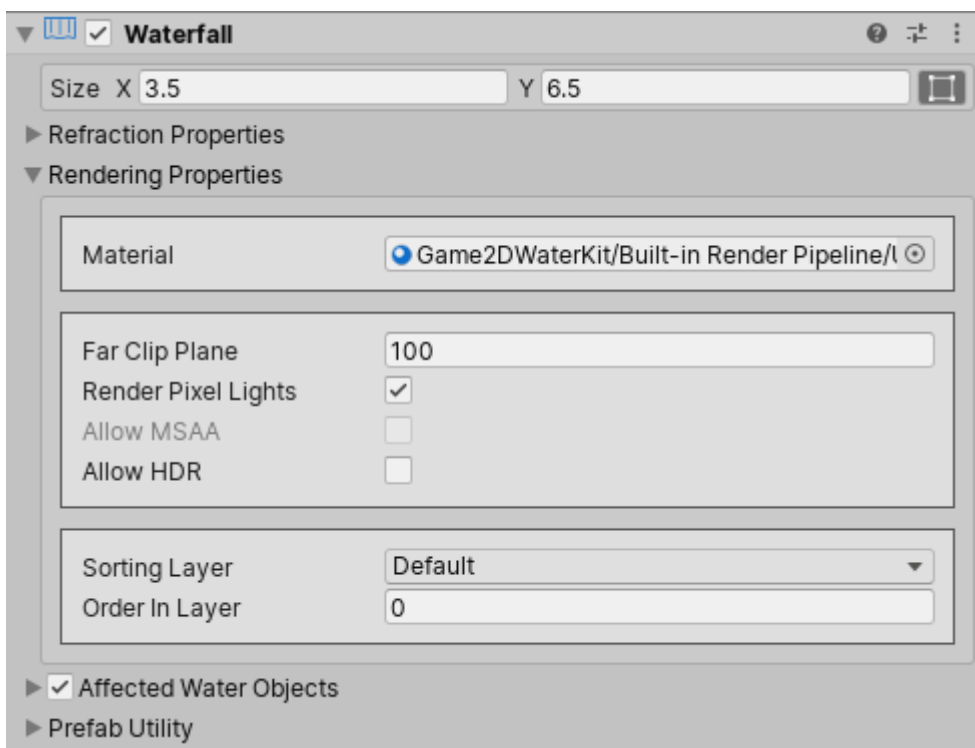
Before trying to sort the waterfall object relative to sprites, we first need to make sure that the **Rendering Queue** property, under **Rendering Options** in the waterfall material inspector, is set to Transparent.

Note

The **Rendering Queue** property is set to **Transparent** by default.



Then, under the **Rendering Properties** in the waterfall component inspector, we specify the sorting layer as well as the order within this layer.



Script Reference

```
waterfallObject.RenderingModule.SortingLayerID = SortingLayer.NameToID("Default");  
waterfallObject.RenderingModule.SortingOrder = 0;
```

Info

We will look into the other rendering properties later in this guide.