

Thank you!

Thank you for choosing *Crest Ocean System*.

When upgrading *Crest*, make a backup of your project and remove the existing Crest files before installing the new package.

Crest began life as open source software hosted here: <https://github.com/wave-harmonic/crest>. This may be a useful resource for search and/or posting issues.

Please consider sponsoring us so we can push Crest even further: <https://github.com/sponsors/wave-harmonic>.

Requirements

- Unity: 2020.3, 2021.3 or 2022.3
 - You must use the latest patch version
 - You must use the latest recommended render pipeline package
- Shader compilation target 4.5 or above
- Crest does not support OpenGL or WebGL backends

Documentation

The documentation is online here: <https://crest.readthedocs.io/>.

It includes setup steps, release notes, detailed user guides and more. It also includes links to tutorial videos from our YouTube channel <https://www.youtube.com/wave-harmonic>.

Support

There are a number of channels to get support. First and foremost, you can contact us directly via email: support@waveharmonic.com.

Another support channel is the *Crest* Discord: <https://discord.gg/g7GpjDC>.

Finally issues can be searched and posted on the *Crest* GitHub: <https://github.com/wave-harmonic/crest>.