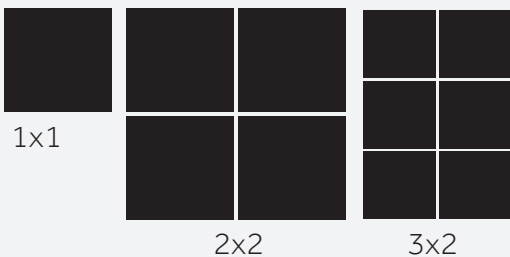


If you are creating a large area of water or are joining multiple square or rectangular panels to make a particular shape, follow these steps to help wave patterns align correctly.

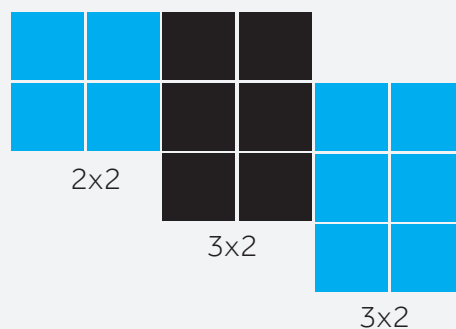
These instructions assume you are using water panels at their original size. Panels are named according to their texture faces. eg 1x1 or 2x2  
The aim is to align texture faces - like bricks or floor tiles!

#### Panel Face / Proportion Examples

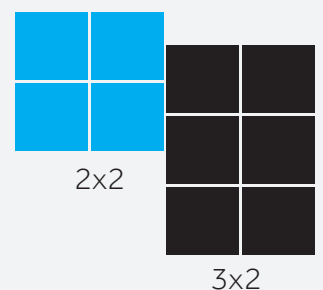


Water panels are named accordingly

#### Correctly Aligned Panels



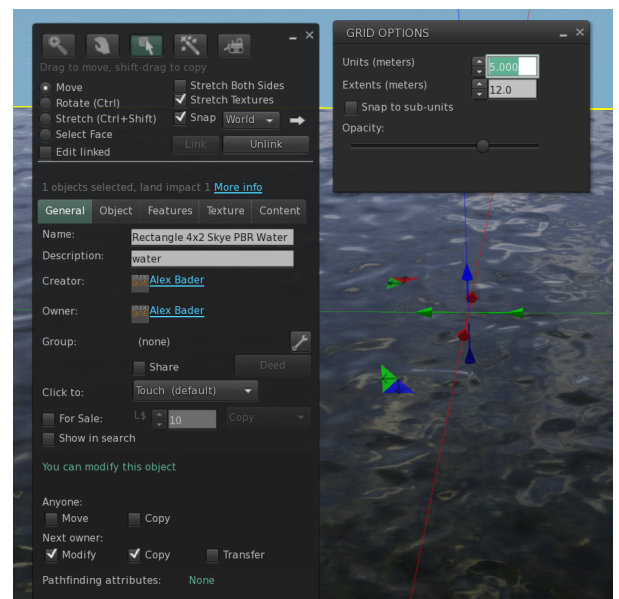
#### Incorrect Alignment



## Working with panels and SL edit tool

1. Use SL edit tool and in General Tab check the SNAP button
2. Click the arrow to the right of WORLD and set the UNITS to 5.00 (the maximum setting permitted.)
3. Use the Red/Green (X/Y) handles to snap the panels to position.

Note: Panel faces are 10 units (meters) out the box so you will need to snap move twice using the 5 unit grid option.



TIP. Link all aligned panels to one Skye Water System controller and click any wave control button to sync animation frames.