

World map Countries and States Documentation

Contacts

If you have any questions, suggestions on what to improve or create. If You find any bugs, please send me an e-mail!

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**TO USE COLOR CHANGE IN URP USE DIFFERENT SCRIPT
PROVIDED IN FOLDER SCRIPTS WHICH STARTS WITH URP**

UNITY 2019.4 AND UP - UNIVERSAL RENDER PIPELINE (URP)

You might encounter pink textures after importing this pack to your Unity project, which is using Universal Render Pipeline (URP).

It's because all assets use material with a default Standard Unity shader. URP uses different materials and shaders. So we need to change all materials from Standard shader to Universal Render Pipeline/Lit shader.

Go to Edit > Render Pipeline > Universal Render Pipeline > Upgrade Project Materials to UniversalRP Materials

UNITY 2019.4 LTS AND UP - HIGH DEFINITION RENDER PIPELINE (HDRP)

You might encounter pink textures after importing this pack to your Unity project, which is using High Definition Render Pipeline (HDRP).

It's because all of assets use materials with a default Standard Unity shader. HDRP uses different materials and shaders. So we need to change all materials from Standard shader to HDRenderPipeline shader.

Go to Edit > Render Pipeline > Upgrade Project Materials to High Definition Materials

UNITY 2019.4 LTS AND UP - LIGHTWEIGHT RENDER PIPELINE(LWRP)

You might encounter pink textures after importing this pack to your Unity project, which is using Lightweight Render Pipeline (LWRP).

It's because all of assets use materials with a default Standard Unity shader. LWRP use different materials and shaders. So we need to change all materials from Standard shader to LightweightPipeline shader.

Go to Edit > Render Pipeline > Upgrade Project Materials to LightWeight Materials

PREFAB FOLDER PREFABS COLOR PINK

-You might see all of the prefabs in “Prefabs” folder are Pink color. To fix that - press Right Mouse on the „Prefabs“ folder and select Reimport.