

Hello there,  
Thanks for purchasing Fantasy Forest Pixel-Art!

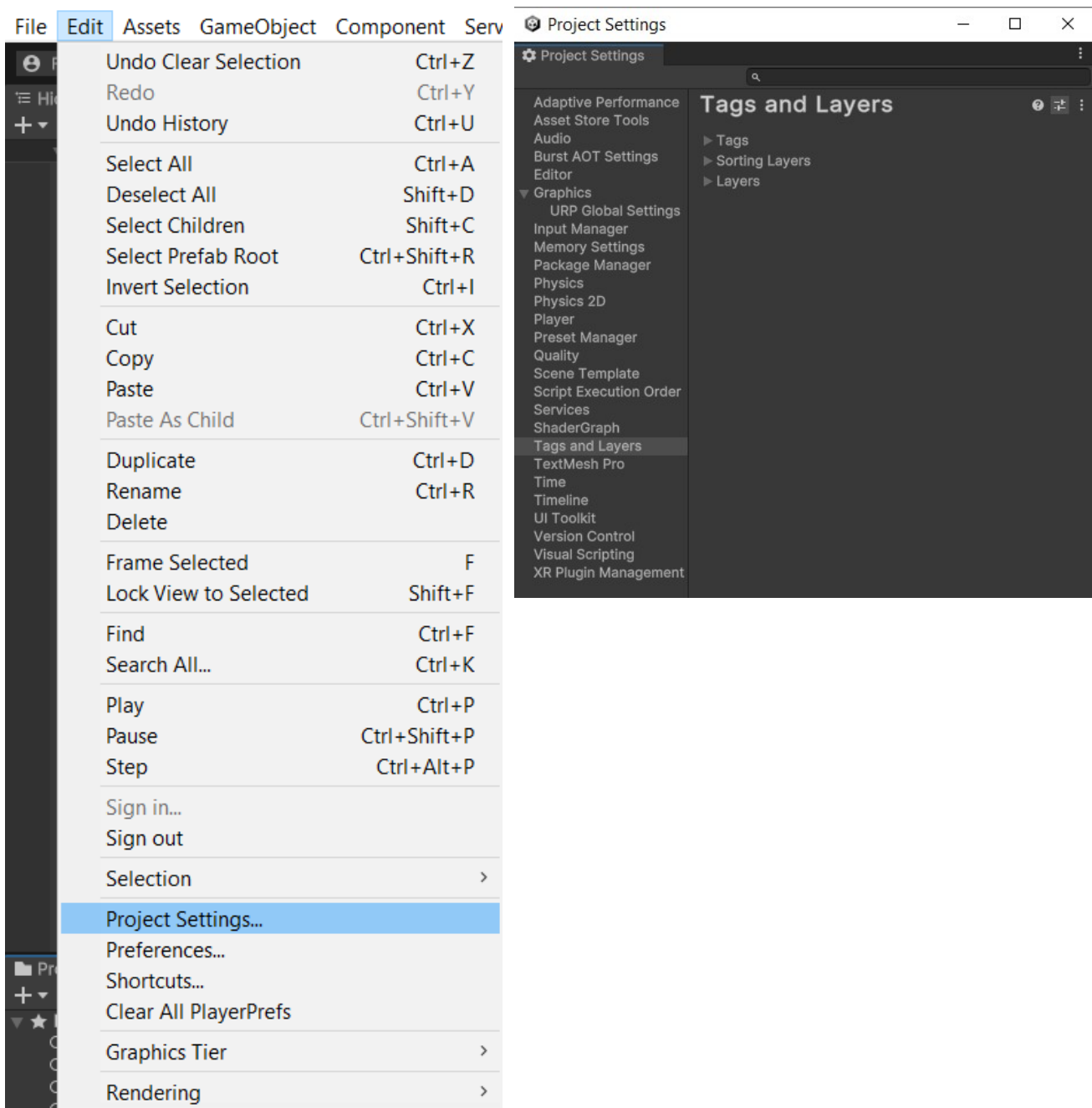
**For correct asset work, it's necessary:**

- Use Unity 2021.3.29f1 or higher
- Create 2D URP project (or you can install it from Package Manager)
- Apply Preset “TagManager”

**First:**

Before launching the scene, you need to apply Preset “TagManager” so that parallax will work properly with layers:

**1) Click on Edit > Project Settings > Tags and Layers**

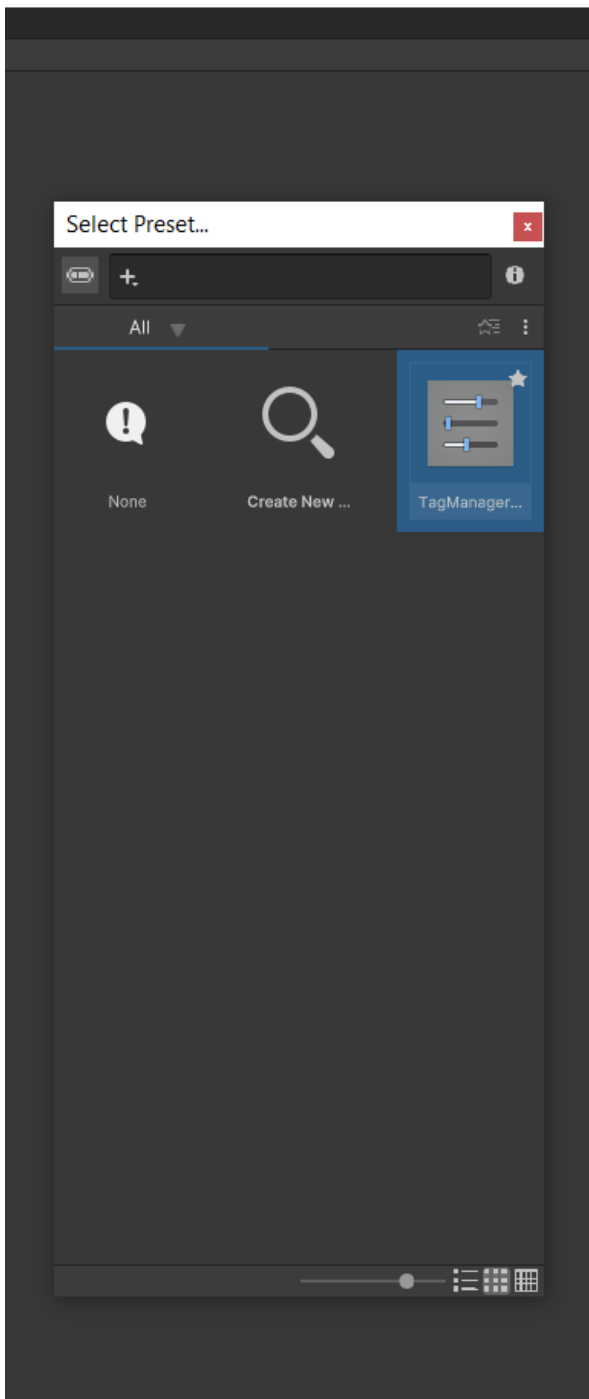


## 2) Click on Sliders icon



## 3) Select Preset “TagManager”

---



## 4) All done, now you can launch demoscene and play!

## Second:

If you add a new sprite on the scene, you need to pack it in the layer which appropriate to its position, then set same coordinates for Z (Inspector > Transform > Position > Z), so that parallax will work properly with layers

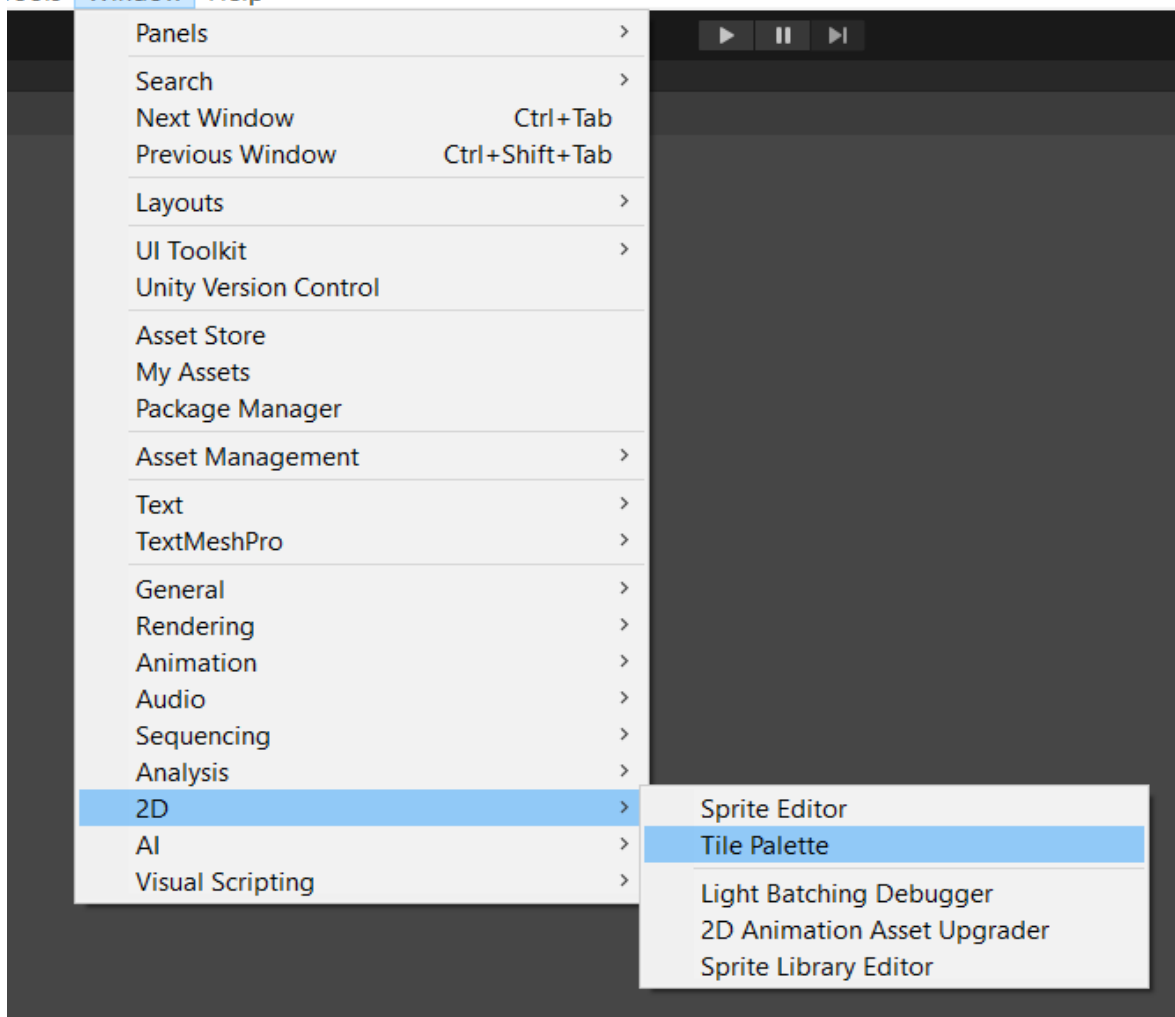
## Third:

To open tiles:

Click on Window > 2D > Tile Palette

1 <DX11>

Tools Window Help



I hope this asset will help to improve your game and you will like using it!

If you have questions about this asset, you can contact me in [Telegram](#), or write on [Gmail](#)

Good luck in your projects!

Feon