Add digital and analog glitches to increase the realism of your games with '**Glitches**'. Consult the ***online documentation*** to access a more updated and complete version of this help.

Requirements

All '**Glitches**' effects are developed for 'Universal Render Pipeline' (or URP)', which means they will **not work** with Built-In, or HDRP.

- Unity 6 (6000.0) or higher.
- URP version 17.0 or higher installed. If you don't know how to do it, I recommend you to follow this official tutorial.

Support

Consult the online documentation to access a more updated and complete version of this help.

Do you have any problem or any suggestions? Click on "**support**" or send me an email to **fronkongames@gmail.com** and I'll be happy to help you.

Remember that if you want to inform me of an error, it would help me if you sent to me the log file.