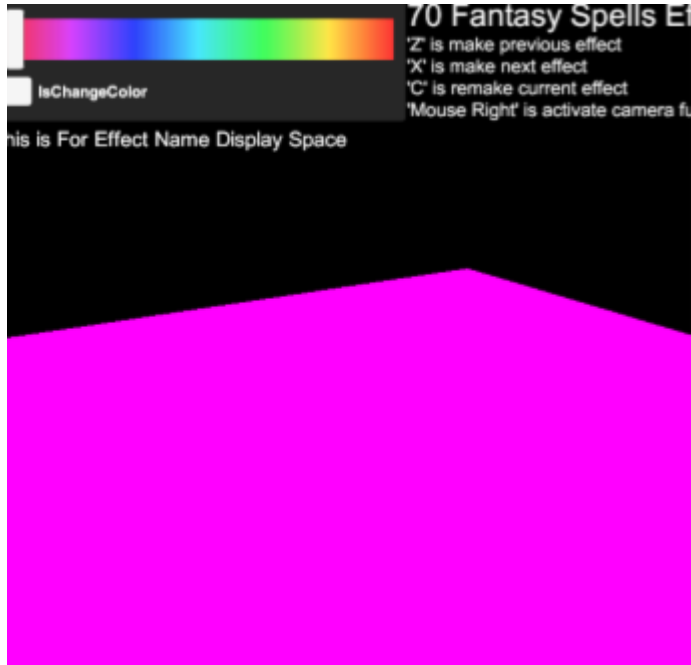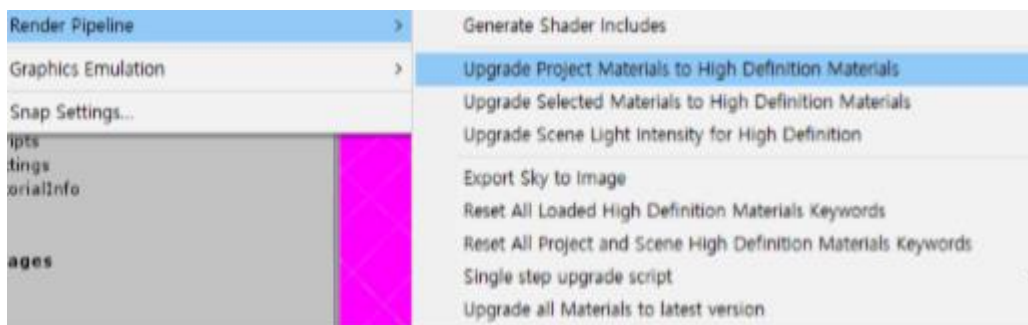# SRP workspace guide paper

1. When you first import this asset and open the effect scene, you can see purple screen.

2. For fix this, go to Edit/RenderPipeline/Upgrade Project Materials to Hight Definition Materials. Same change mateirlas in LWRP.

3. Open up FantasySpellsEffectPack/Shader_ForEffects/Distortion Effect/Shader_DistortionEffect(WithMask). You need to some fix in this shader.
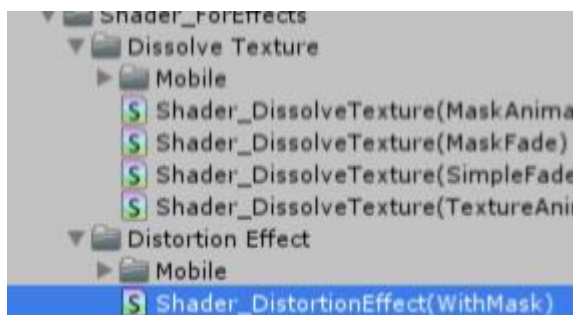
4. In SRP, GrabPass and GrabTexture are not active so we need to deactivate this. Please comment **GrabPass** and **Tags** in **Pass**

```
SubShader {                              SubShader {
    GrabPass {                               /*GrabPass {
        Name "BASE"                              Name "BASE"
        Tags { "LightMode" = "Always" }          Tags { "LightMode" = "Always" }
    }                                        }*/
    Pass {                                   Pass {
        Name "BASE"                              Name "BASE"
        Tags { "LightMode" = "Always" }          //Tags { "LightMode" = "Always" }
```

5. Go to **half4 frag(v2f I) : COLOR {}** function and change 'return res' to 'return 0' For now (Written 2018/09/12), SRP not support GrabTexture so we need not to draw this shader

```
125         half4 res = distort;
126         //Compose all
127         res.a = _TintColor.a * i.color.a * mask.a;
128         UNITY_APPLY_FOG(i.fogCoord, res);
129         return res;            ——→      return 0;
```

6. Now you can see well display effects in SRP work space