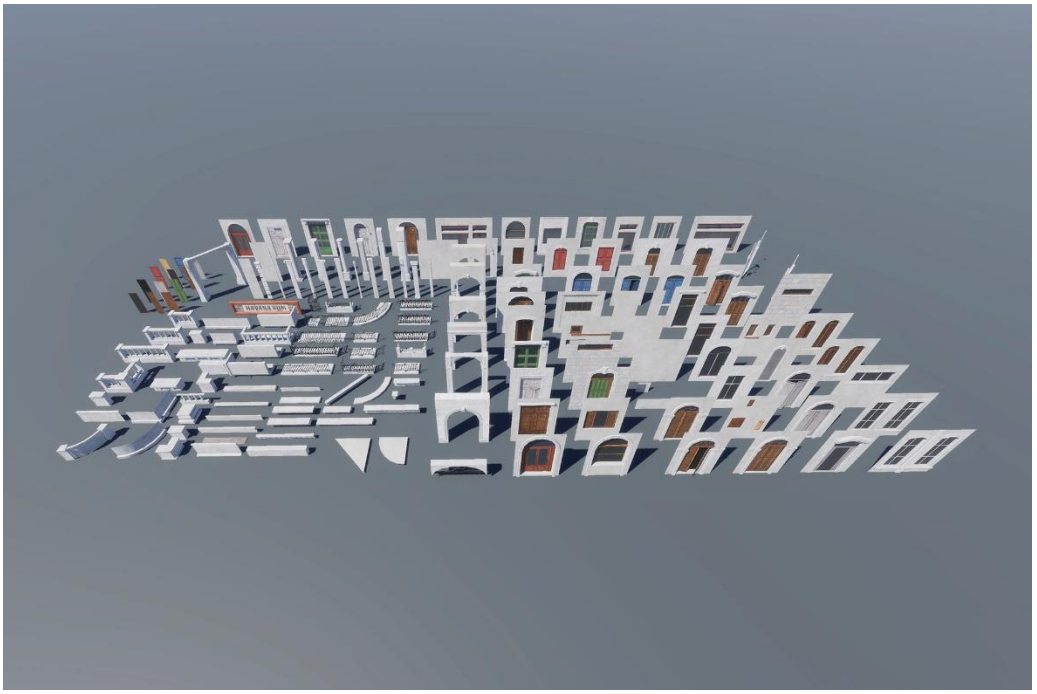
Thank you for your purchase! Here, I'll explain how to use the set and how to troubleshoot any issues you might encounter.

How to use it:

The project has modules of houses in the screenshot from which you can create the houses that you need. (Screenshot from below)

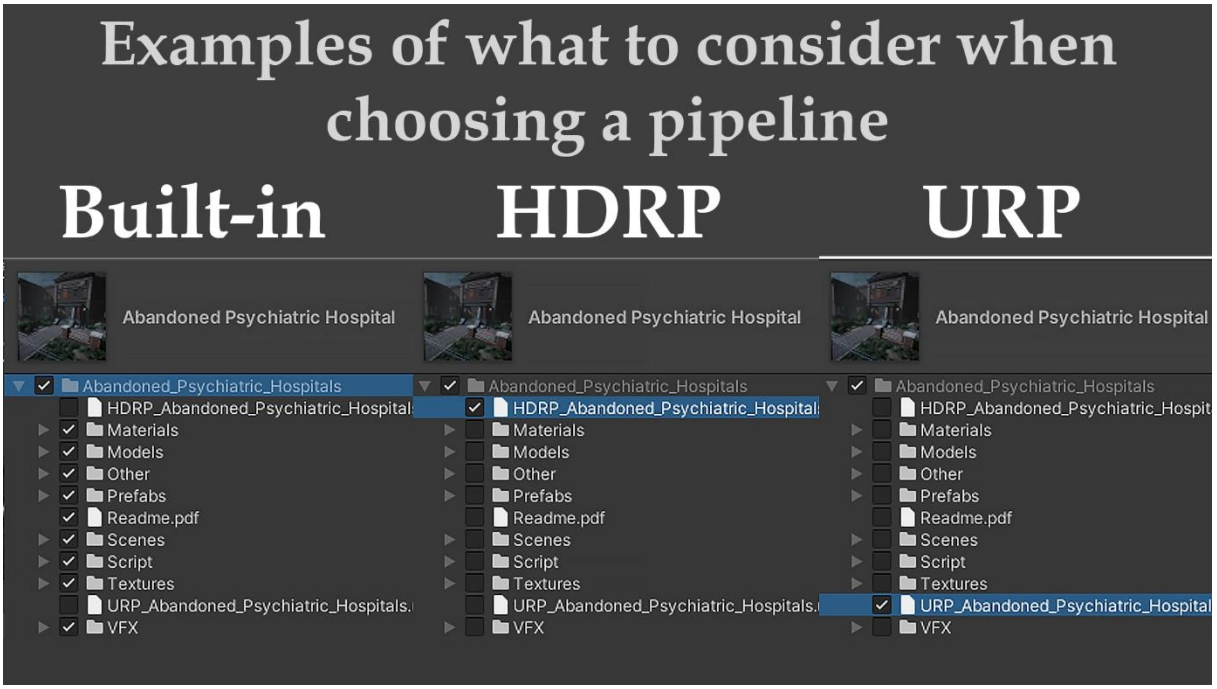


You can also see already assembled and optimized houses from which you can immediately assemble houses.

Once the house is assembled or if you're using a pre-built one, you can customize the wall materials as needed. The default walls are made of seamless material, which can be easily replaced with any seamless texture from the internet or from my asset.

In the video, I showed the tape at an accelerated pace how to use the modules quickly and easily.

There is a ready-made package for each pipeline render. See the screenshot below for how to download it correctly.

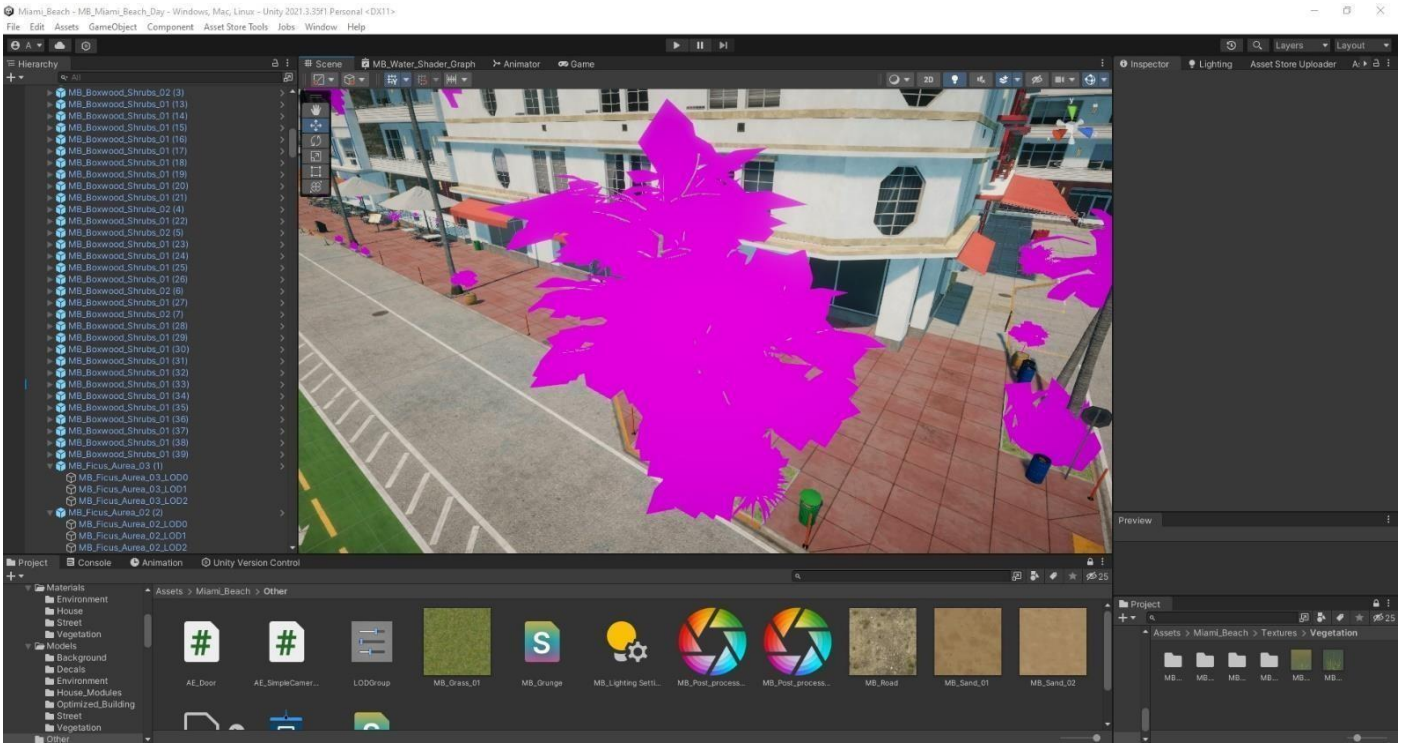


Shaders

If you downloaded my project and noticed that some materials appear pink or encounter other errors, it means the shader of my asset is outdated. You need to replace it with the shaders available on Google Drive. Download the shader based on your render pipeline. Here's the simplest way to replace it.

This problem is due to the fact that unity is constantly changing the API and the old shaders stop working correctly

Sorry for the inconvenience.

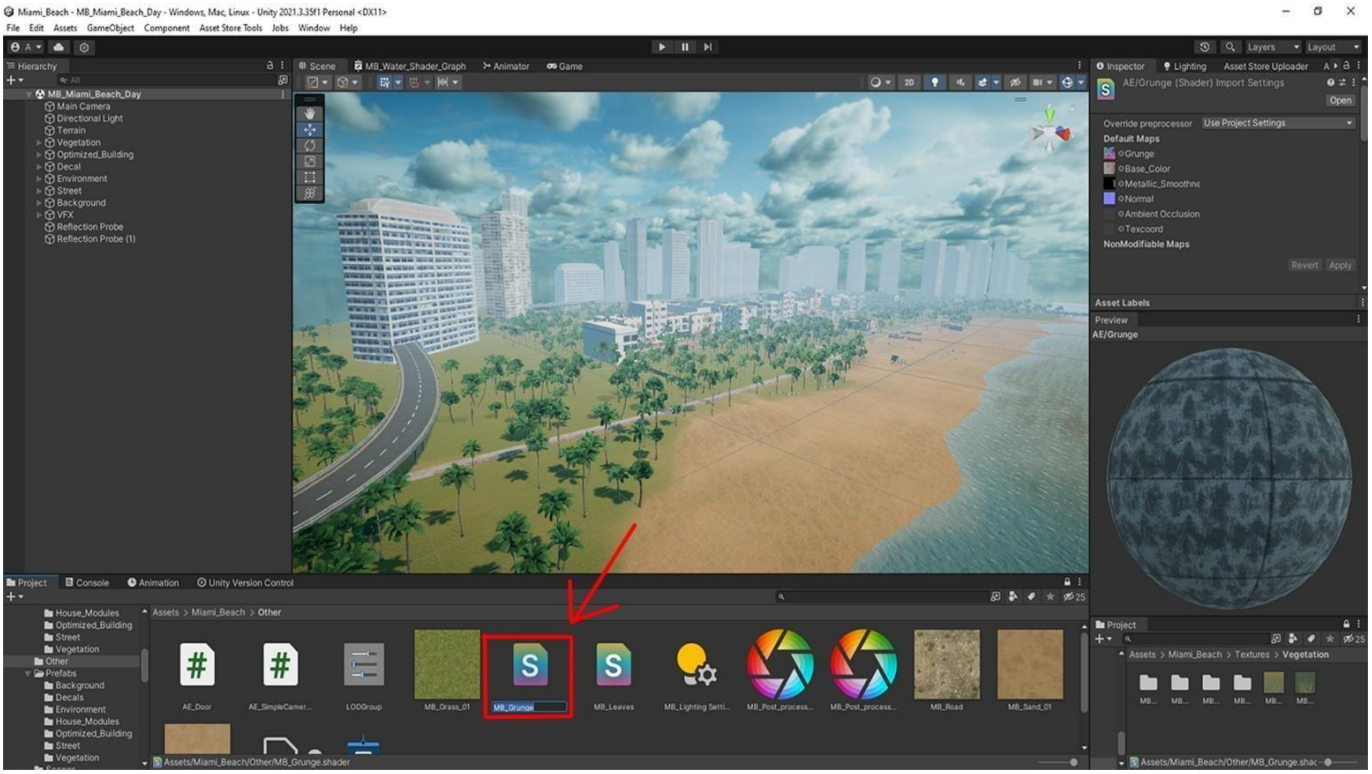


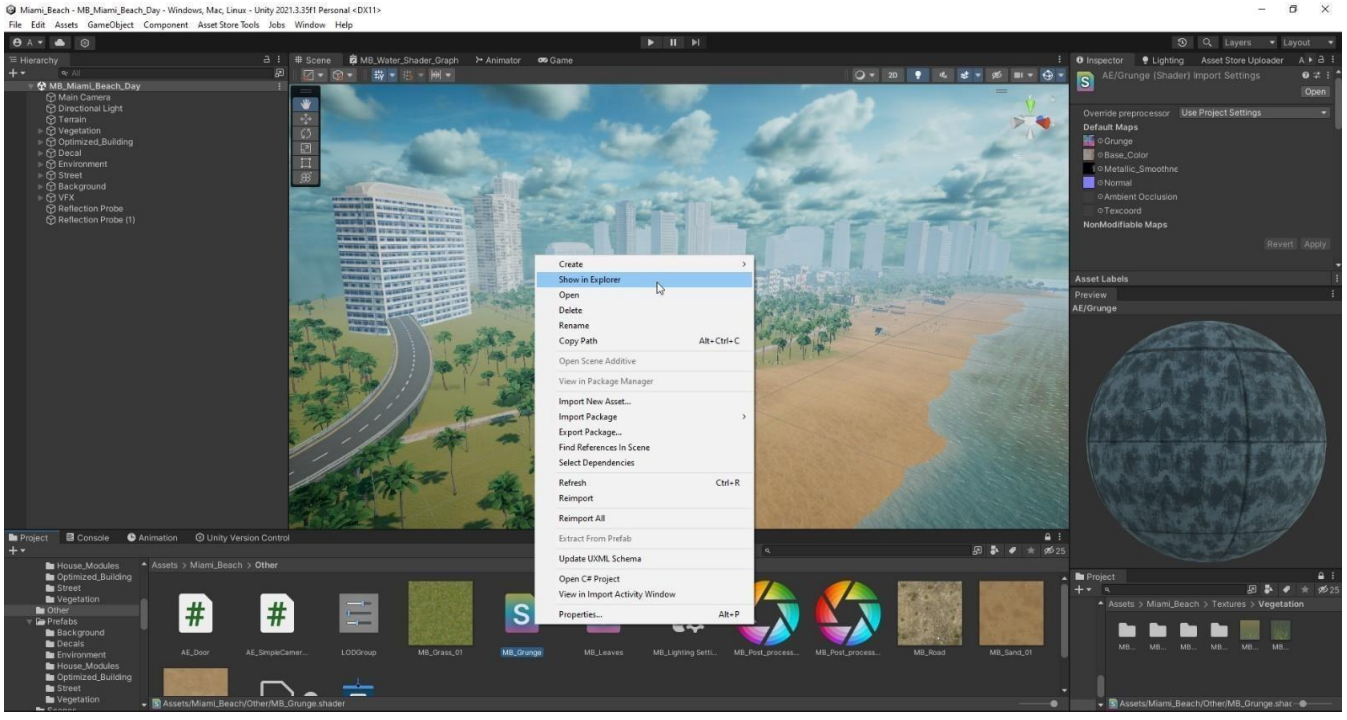
The first thing you need to determine about your project is which render pipeline you're using. Based on this, download the appropriate shader for your needs.

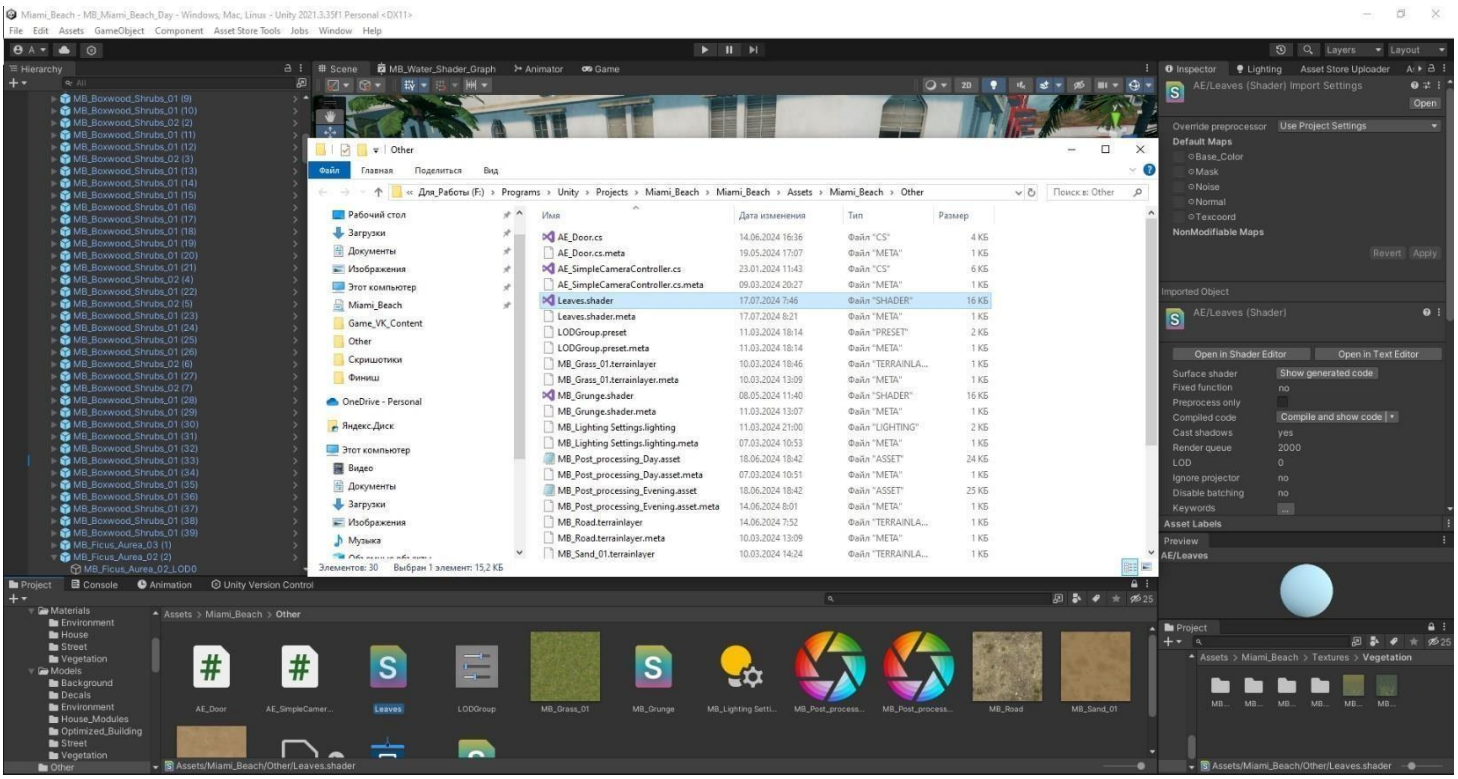
- The Standard Shader does not have any specific markings.
- HDRP and URP shaders are marked accordingly.

The most convenient way to replace the shader:

- Find this shader in the project. Its name is either Leaves or Grunge.
- Copy its name.
- Rename the shader you downloaded to the name from the project.
- Open the "Show in Explorer" tab, and a folder will open in Windows Explorer.
- Paste the downloaded file into the folder, replacing the existing one.
- All materials using this shader will automatically update to the latest version.



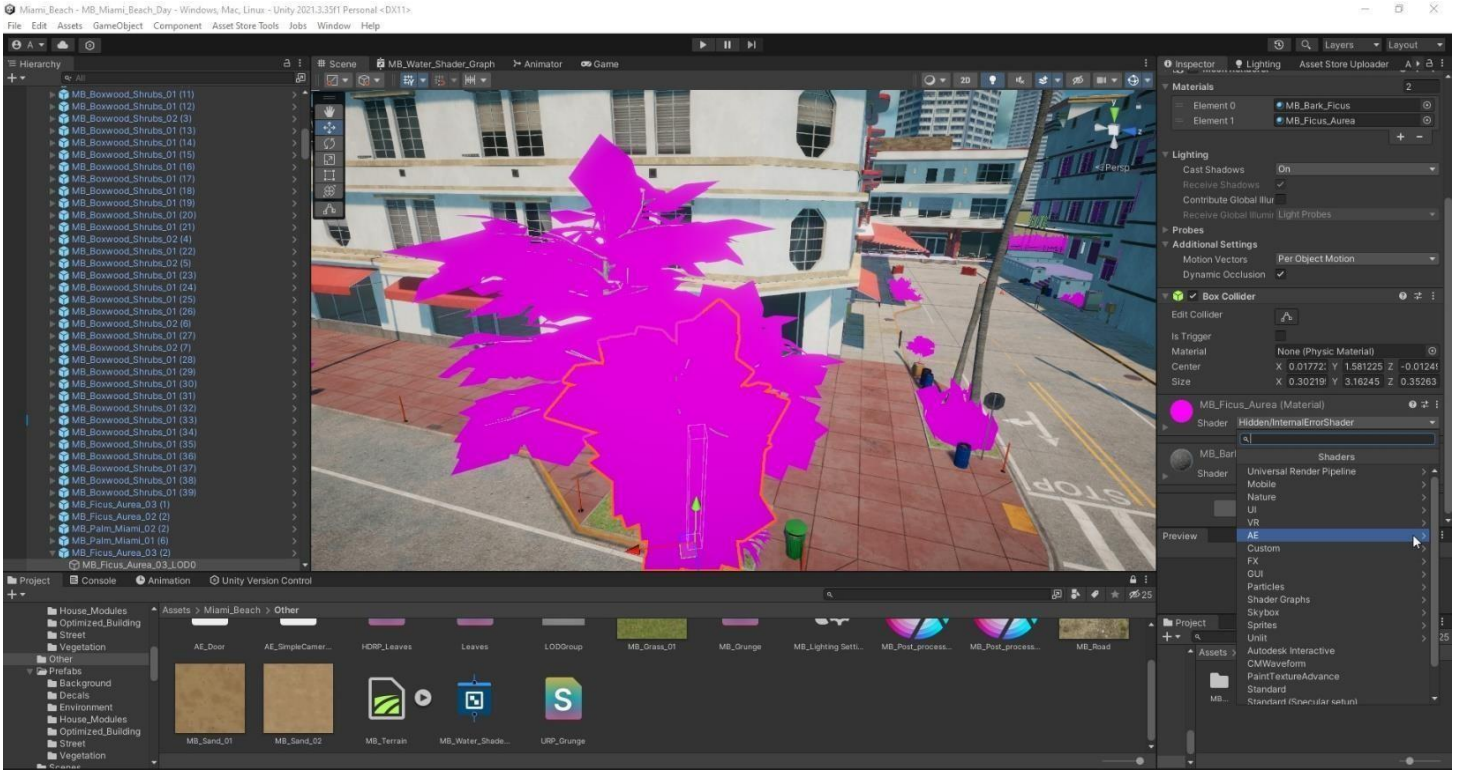


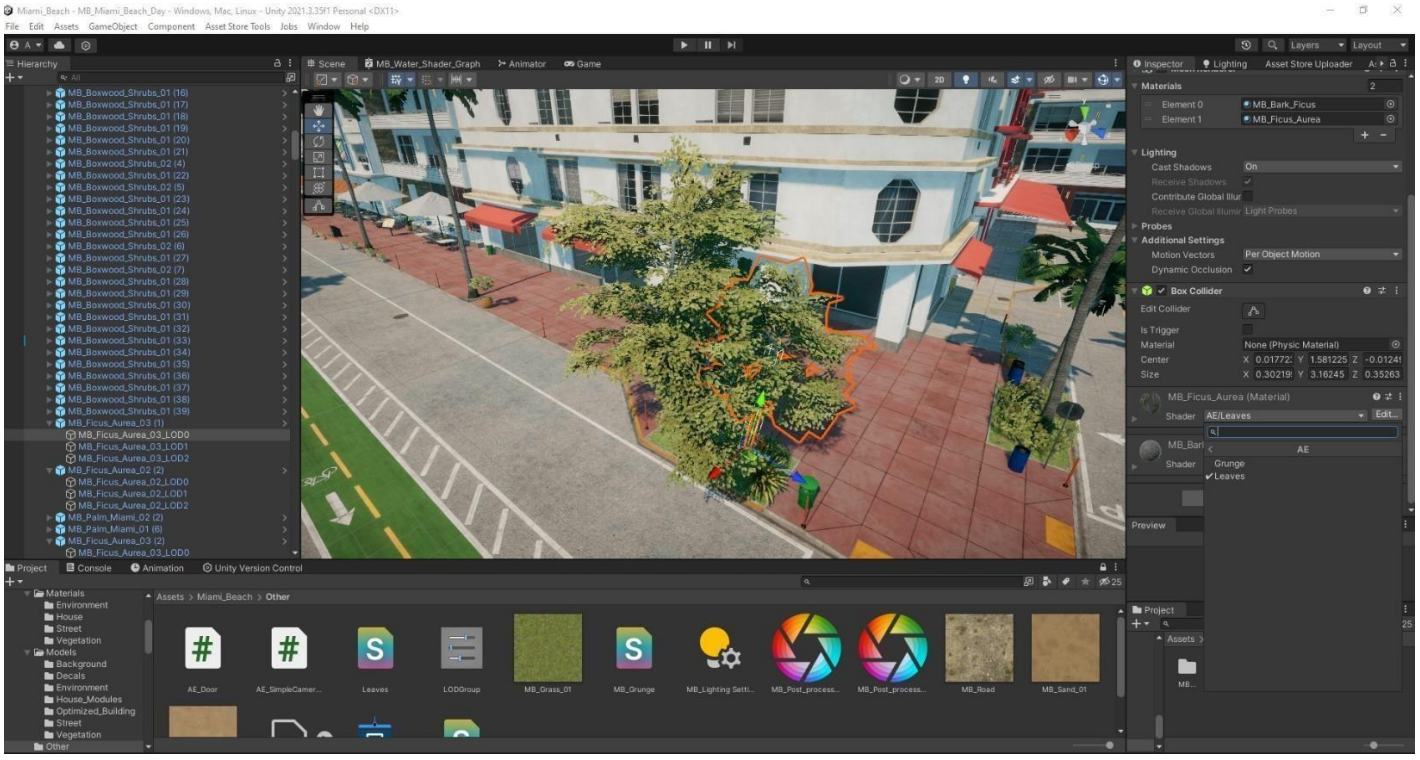


If this method doesn't work, please ensure you've followed all the steps correctly. If the first method fails, try the more reliable, but longer, method:

1. Delete the broken shader from your project.
2. Import the downloaded shader into your project (renaming is not necessary).
3. Assign the new shader to all pink materials.

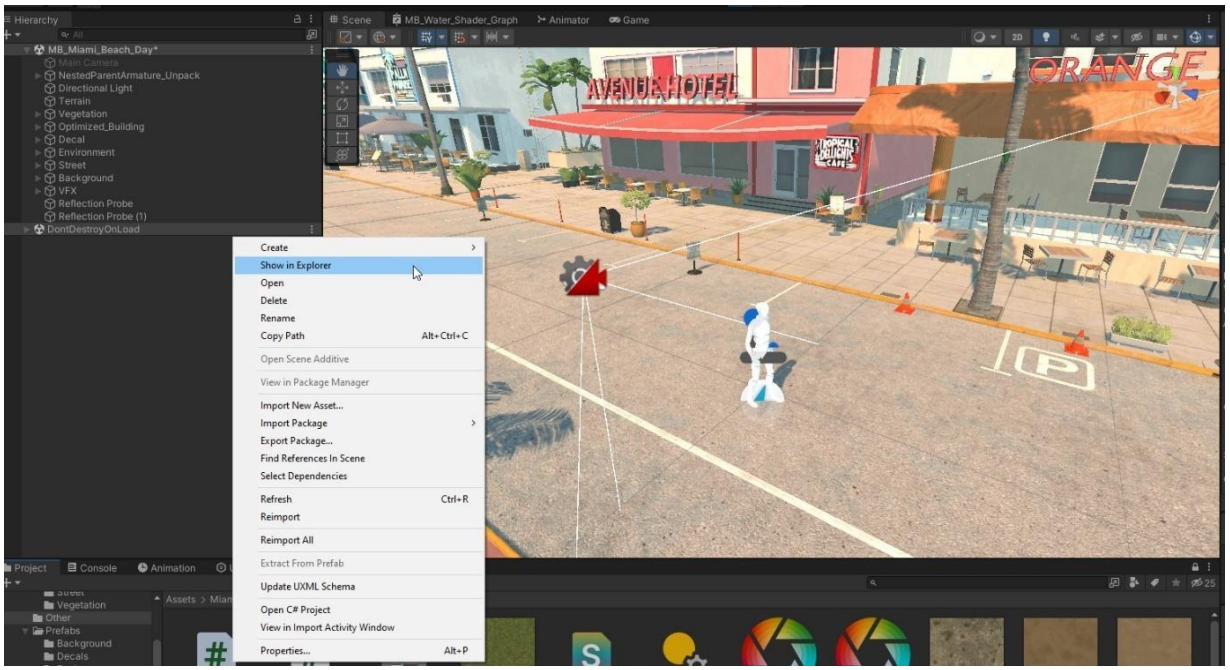
P If the pink material belongs to plants (e.g., grass, trees), use the Leaves shader. If it belongs to objects like buildings or roads, use the Grunge shader.





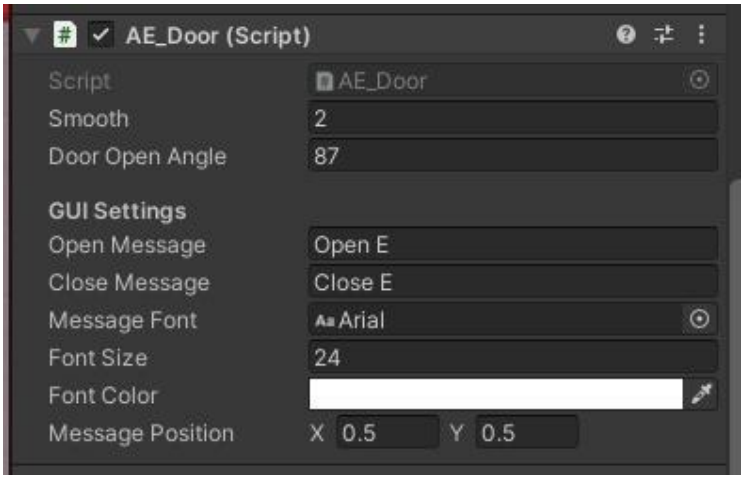
The door script

The new script for doors is simpler than before. You need to find the script in the project and open it through Windows Explorer (screenshot 1) then move the new one with the replacement.



Next, assign a Tag Player to your character (screenshot 2).

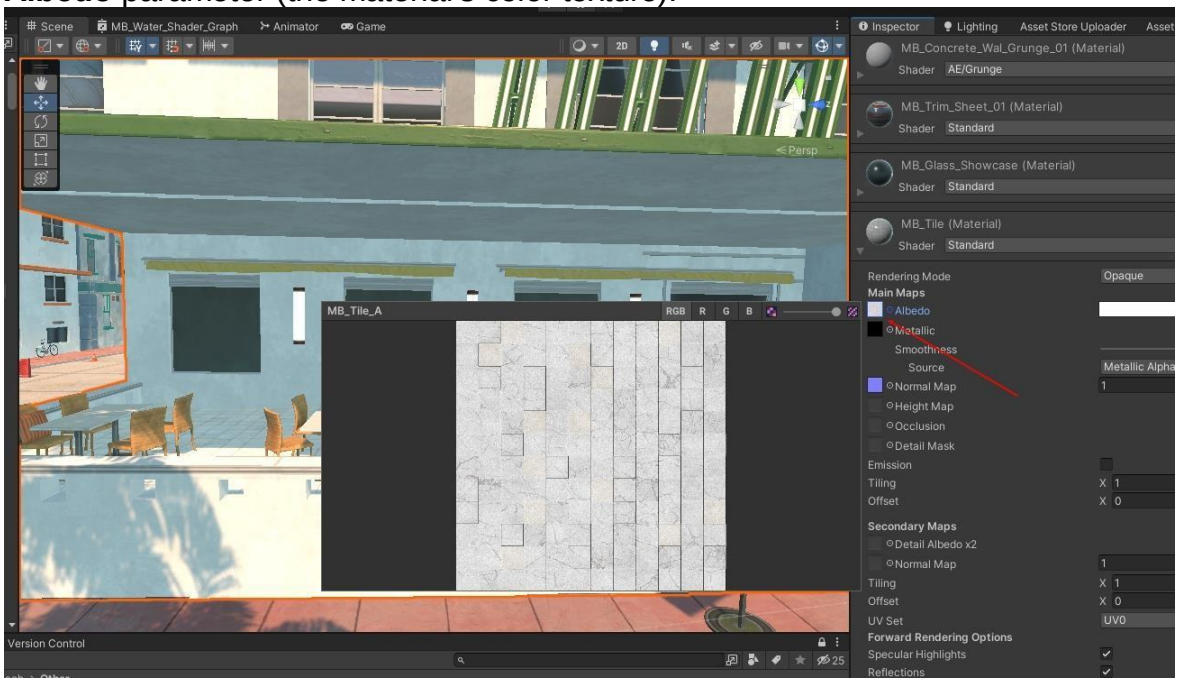
On the door model, you will have a script where you can set the angle of the door opening, write a message and choose the font size and style



Materials

To change materials in your assets (e.g., walls of houses, roads, sidewalks), follow these steps:

1. **Opening the material's texture**:
   - Locate the material you're interested in.
   - Open its texture by selecting the material and pressing **Ctrl + Left Mouse Button** on the **Albedo** parameter (the material's color texture).



2. **Checking the texture**:
   - If the texture is tiled (repeating and without unique fragments), it means you can easily replace it with another tiled texture (brick, tile, wood, etc.).
3. **Replacing the texture**:
   - Download a new tiled texture.
   - Insert it into the same material. The texture will automatically be replaced on all objects using this material.
4. **Creating a unique material**:
   - If you need to create a unique material, you can create a new material with your own texture and assign it to the selected object instead of replacing the existing texture.

If you have any additional questions, please contact us by email
art_equilibrium.studio@mail.ru