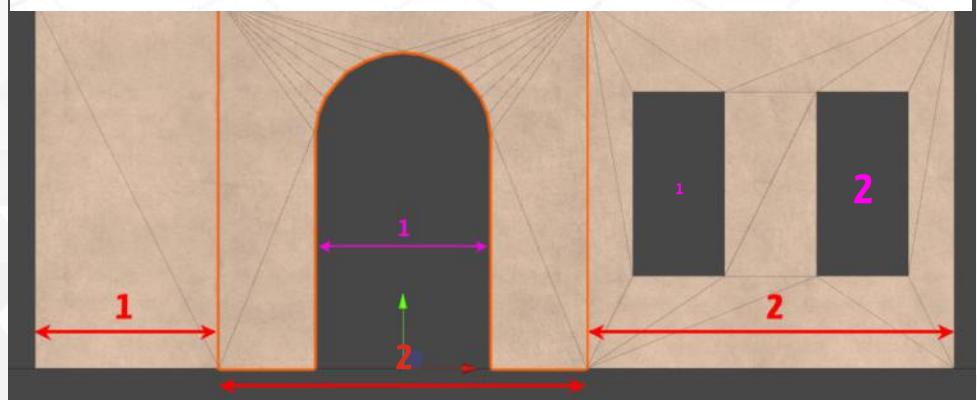
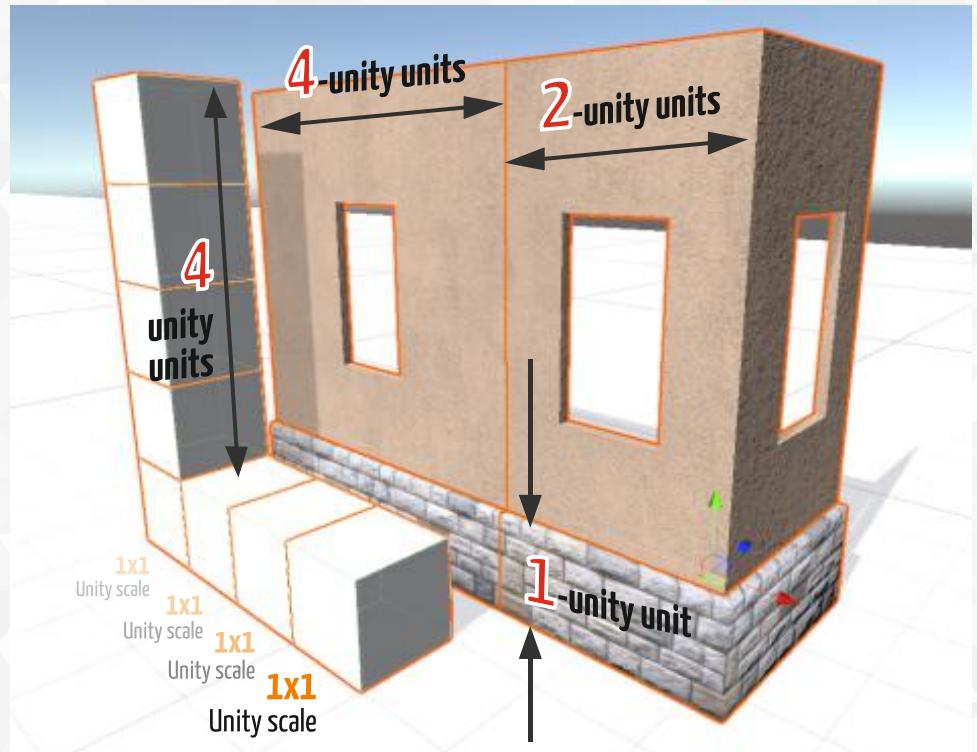


# UNITS, MEASUREMENTS & GameObject NAMING

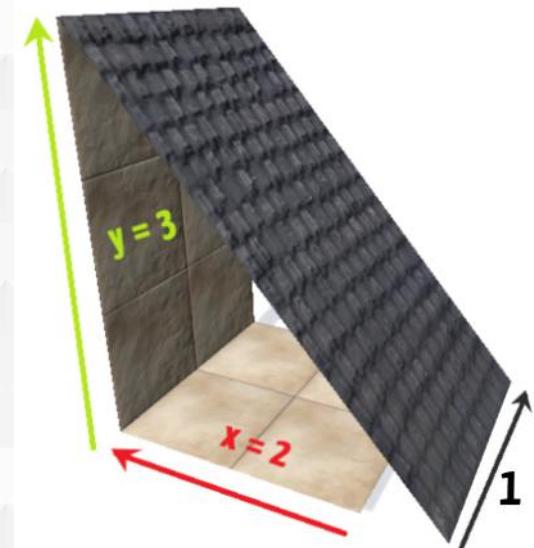
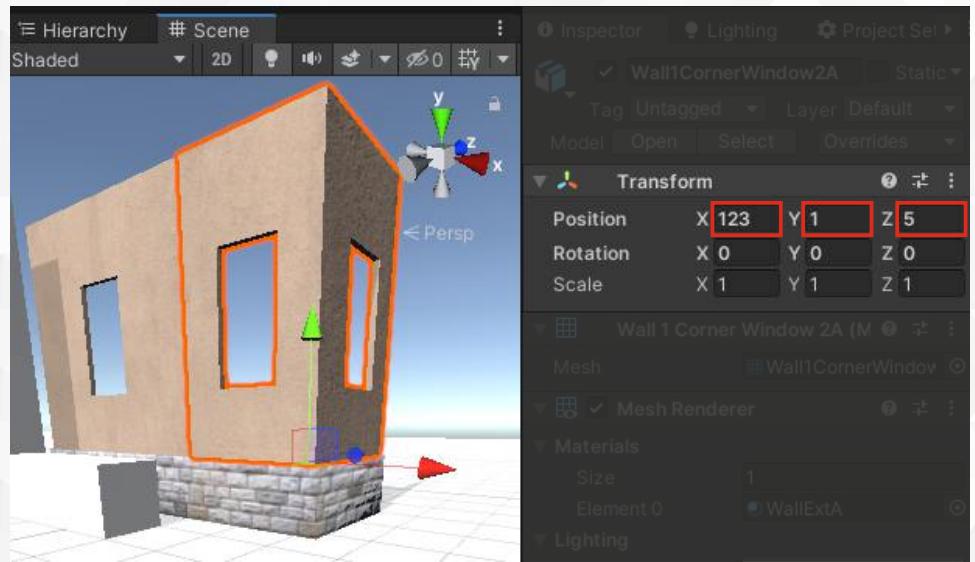


Wall1A  
(2 unity units)

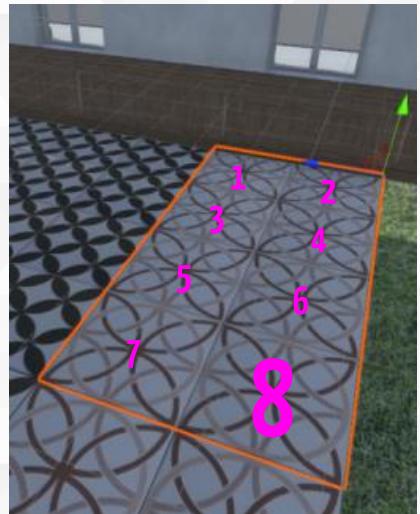
Wall2DoorExt1A  
(4 unity units)

Wall2Window2A  
(4 unity units)

If you place the GameObjects around the scene in **WHOLE NUMBER positions**, they will align perfectly next to each other ( look how they're assembled in the DemoScene ).



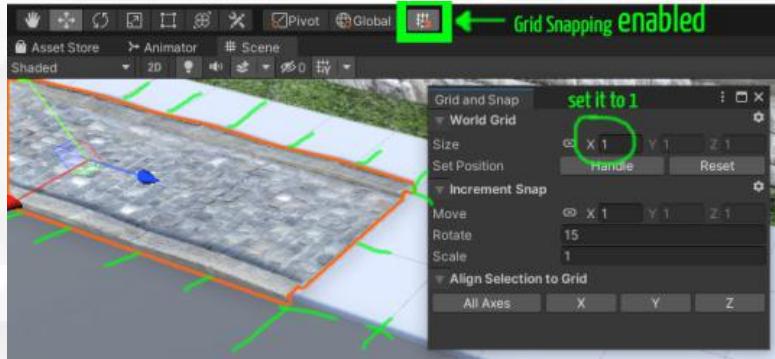
Roof2x3-1A



FloorTile8K

# ENABLE -> GRID Snapping

For best use of this pack, set the **World Grid Size to 1**, then when you will move stuff, they will snap & tile perfectly.



Edit -> Grid and Snap Settings...



DoorExt1A-floor

Keep it enabled when WallExt joins with EntranceStairs or Balcony.

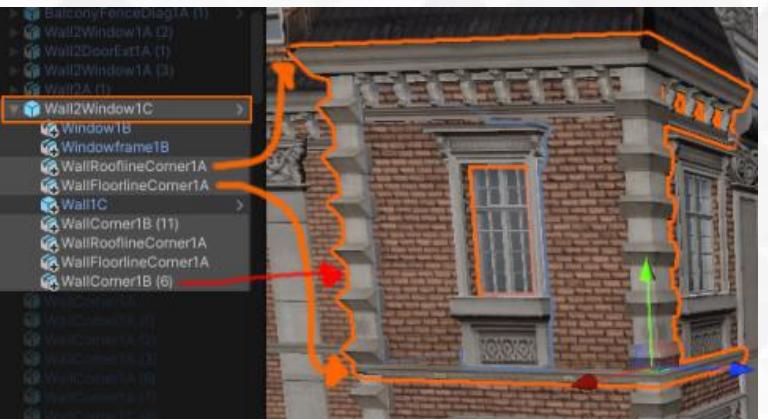
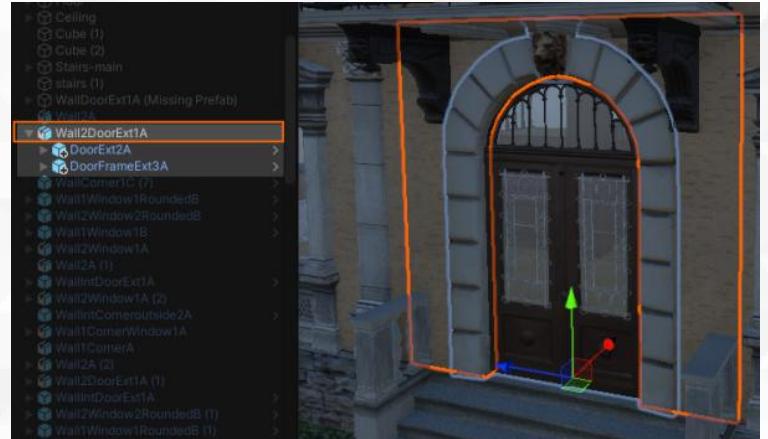


DoorExt1A-floor

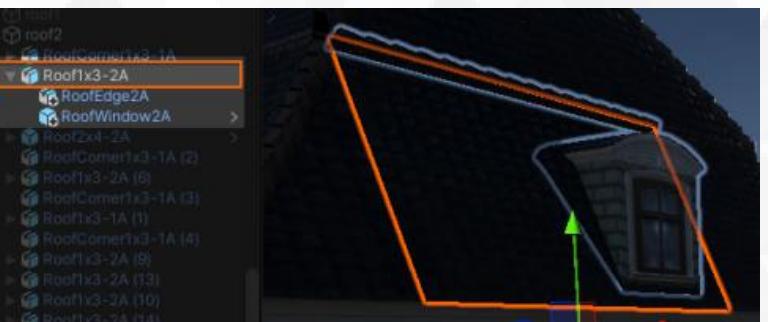
Disable when WallExt joins with FloorTiles.

# PARENTING nested gameObjects in Hierarchy

Doors & Windows should be parented under their corresponding Wall gameObject, because they fit perfectly as children, with 0,0,0 as position.

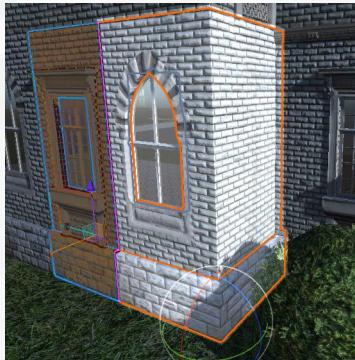


Same principle applies to Roof gameObjects & their children.

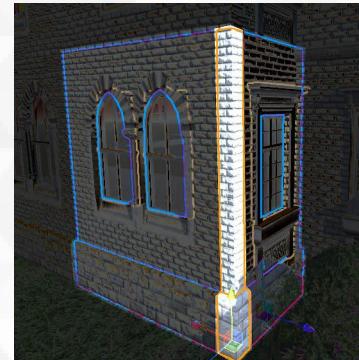


## Wall CORNER Exterior matching

When a **Wall1Corner** piece is used, or a **WallBaseCorner2**, occupying the entire corner, on both sides, then you can tile other wall pieces on both sides.

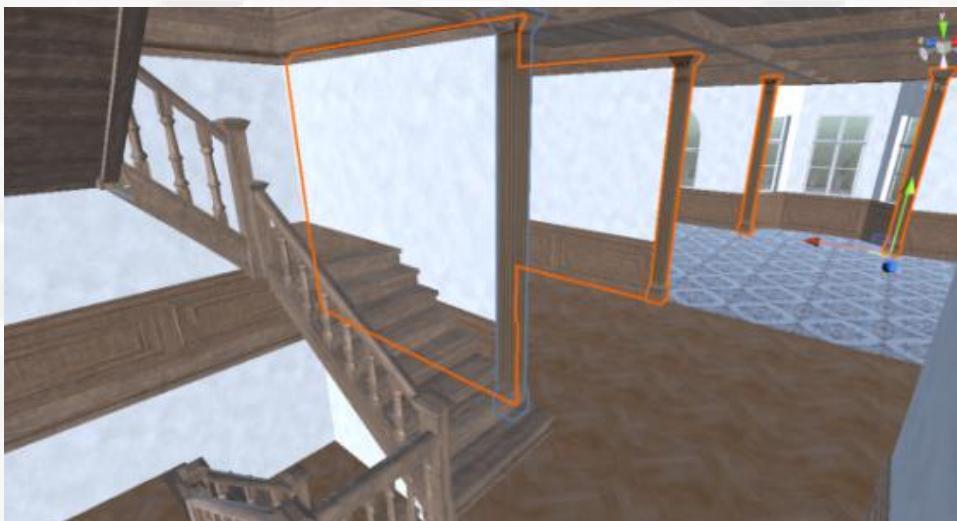


Use the smaller corner pieces (**WallCornerSmall** or **WallBaseCorner1**) with 2 different walls on both sides, to fill the small corner gap between them.



## Interior

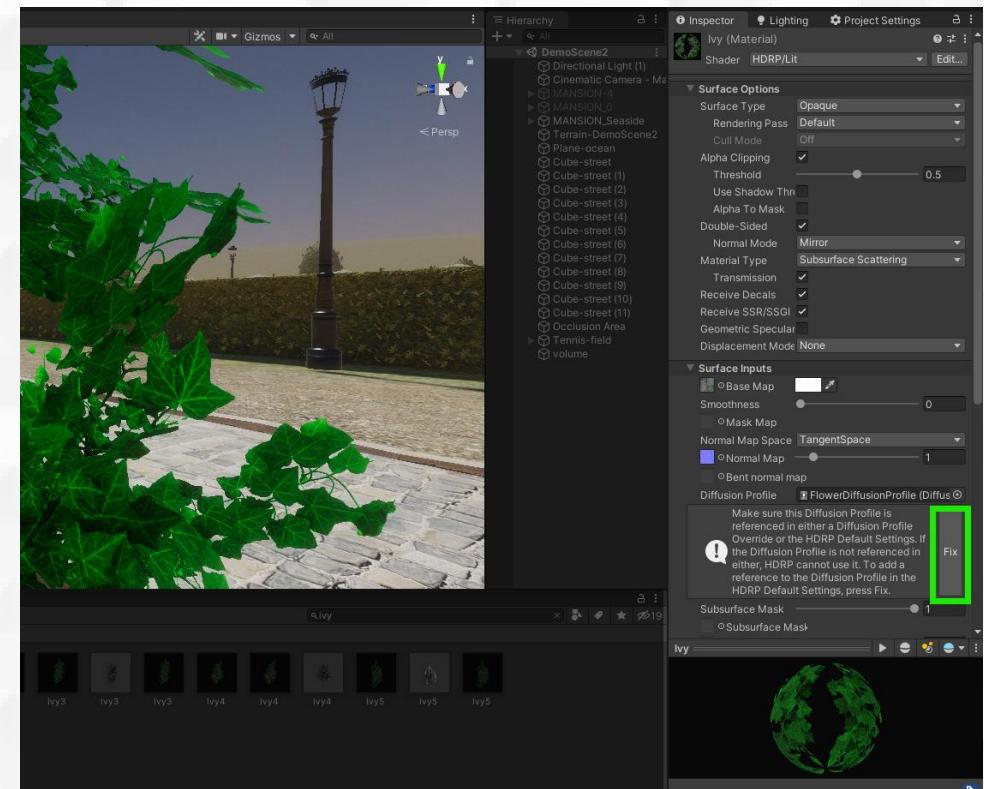
Use a **WallIntCornerSmall** Prefab at the end of an interior wall which was no corner, or other areas where wall pieces intersect and have a small gap which needs covering.



## Fix IVY Material's Diffusion Profile (in HDRP)

When you import this asset pack into your HDRP project, the **Flower DiffusionProfile** coming with it is not yet included among your project's list of diffusion profiles, and the Ivy Material, which is using it, could appear greenish.

You can easily fix this by selecting the **Material**, scroll down to the diffusion profile and press the **Fix** button.



# Thank you for purchasing the **MANSION PACK** asset!

May you create wonderful interactive experiences with it!

## How to setup assets for URP or HDRP:

0. Import the asset pack into your HDRP or URP project
1. Locate the **Mansion-URP (or -HDRP).unitypackage** under Assets folder
2. Double click it
3. Click on **Import**
4. After the import completed:
  - your **Materials** and **Prefabs** will be updated to specific RP
  - SRP specific Demo Scenes will be included

Best regards,  
Attila Zöld



When you have 3 minutes to spare,  
please consider **WRITING A REVIEW**  
for it on the store.

## Why?

- valuable feedback for devs
- communicate your demands
- improving future supplies
- reviewed products = prioritized in store



## You can (honestly) write about:

- Met your requirements?  
If not, please tell us what did you expect.
- What did you like most?
- What bothered you most?