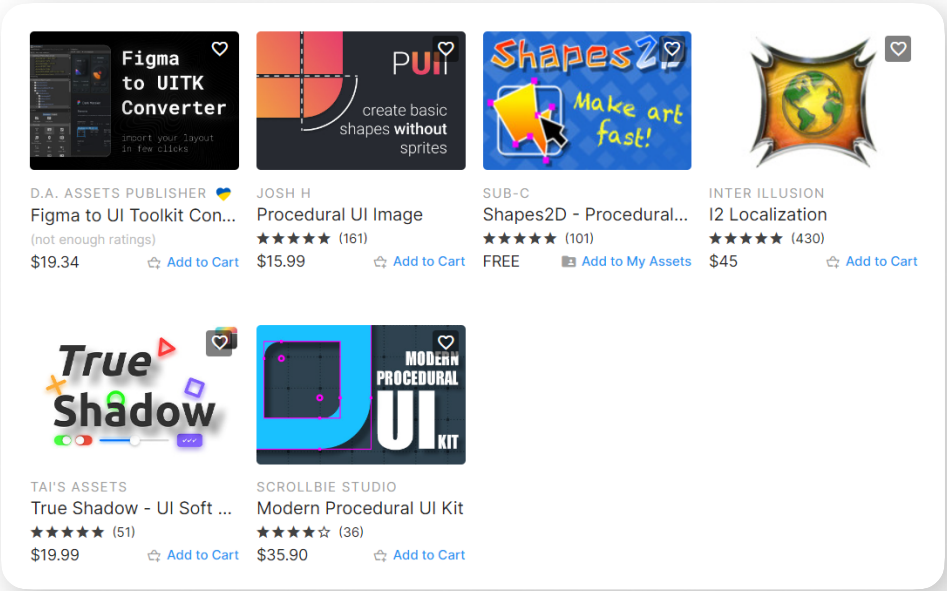


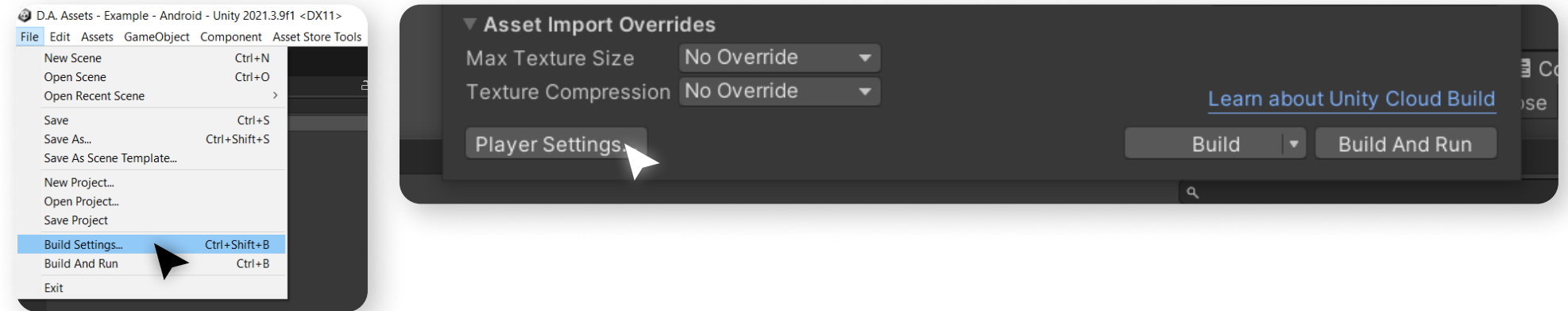
DEPENDENCY MANAGER

Figma Converter for Unity	ENABLED
Json.NET	ENABLED
TextMeshPro	ENABLED
TrueShadow	ENABLED
Modern Procedural UI Kit	ENABLED
Josh's Procedural UI Image	ENABLED
I2Localization	ENABLED
Shapes2D	ENABLED
UI Toolkit	ENABLED
Figma to UITK Converter	ENABLED
DAButton	ENABLED
D.A. Localizator	ENABLED
RTL Text Mesh Pro	ENABLED
DTT's Procedural UI	ENABLED
UITK Element Linker	ENABLED
Nova UI	ENABLED
Unity UI Extensions	ENABLED
Vector Graphics	ENABLED
2D Sprite	ENABLED
Apply	

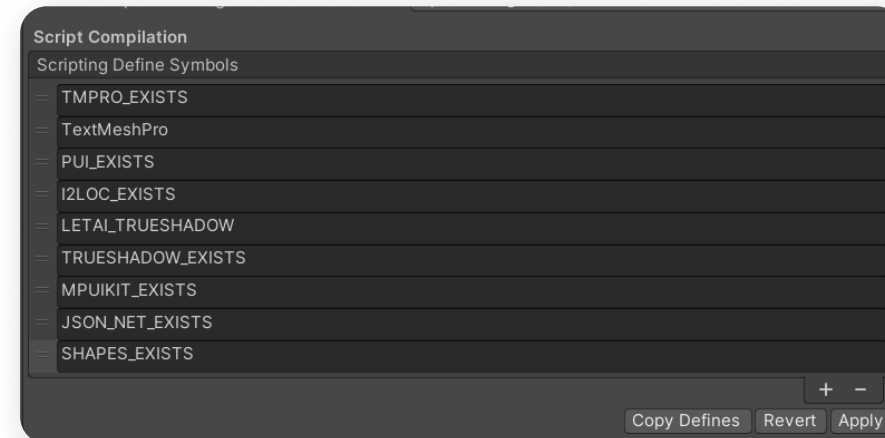
- 1 By using additional assets, you can:
 - **avoid blurring** fonts with "TextMeshPro";
 - **reduce application weight** with one of the **procedural image** assets;
 - ease the **localization** process with "I2Localization".
- 2 **Before** these assets can be **activated**, it's **must** be **imported** into the project.
- 3 Assets are automatically activated after being imported into the project, **but if this didn't happen**, use the manual switching according to the following scheme:
switch to "**ENABLED**" if asset is imported.
switch to "**DISABLED**" if the asset is not imported.
- 4 **After removing** an additional asset from the project, **disable it manually**.
- 5 If, for some reason, you **cannot activate or deactivate** an additional asset and/or see errors in your **Editor**, you can activate or deactivate assets using "**Project Settings**":

Dependencies

6 Go to **File > Build Settings > Player Settings**



7 Find "**Script Compilation**" section in the "**Project Settings**".



Dependencies

8 Add or remove row from the list that correspond to additional asset:

Asset	Row
Json.NET	JSONNET_EXISTS
TextMeshPro	TextMeshPro
TrueShadow	TRUESHADOW_EXISTS
Modern Procedural UI Kit	MPUIKIT_EXISTS
Josh's Procedural UI Image	JOSH_PUI_EXISTS
I2Localization	I2LOC_EXISTS
Shapes2D by SUB-C	SUBC_SHAPES_EXISTS
UI Toolkit	UITK_EXISTS
Figma to UITK Converter	FCU_UITK_EXT_EXISTS
DAButton	DABUTTON_EXISTS
RTL Text Mesh Pro	RTLTMP_EXISTS
DTT's Procedural UI	PROCEDURAL_UI_ASSET_STORE_RELEASE
UITK Element Linker	UITK_LINKER_EXISTS
Nova UI	NOVA_UI_EXISTS
Unity UI Extensions	UNITY_UI_EXTENSIONS_EXISTS

9 Press "**Apply**" button.

10 After the scripts in your project are recompiled, you can continue to use the asset.