**Thank you for your purchase!**
If you have any questions or troubles please contact me via email:
support@loknar.com
Or join **Discord** channel:
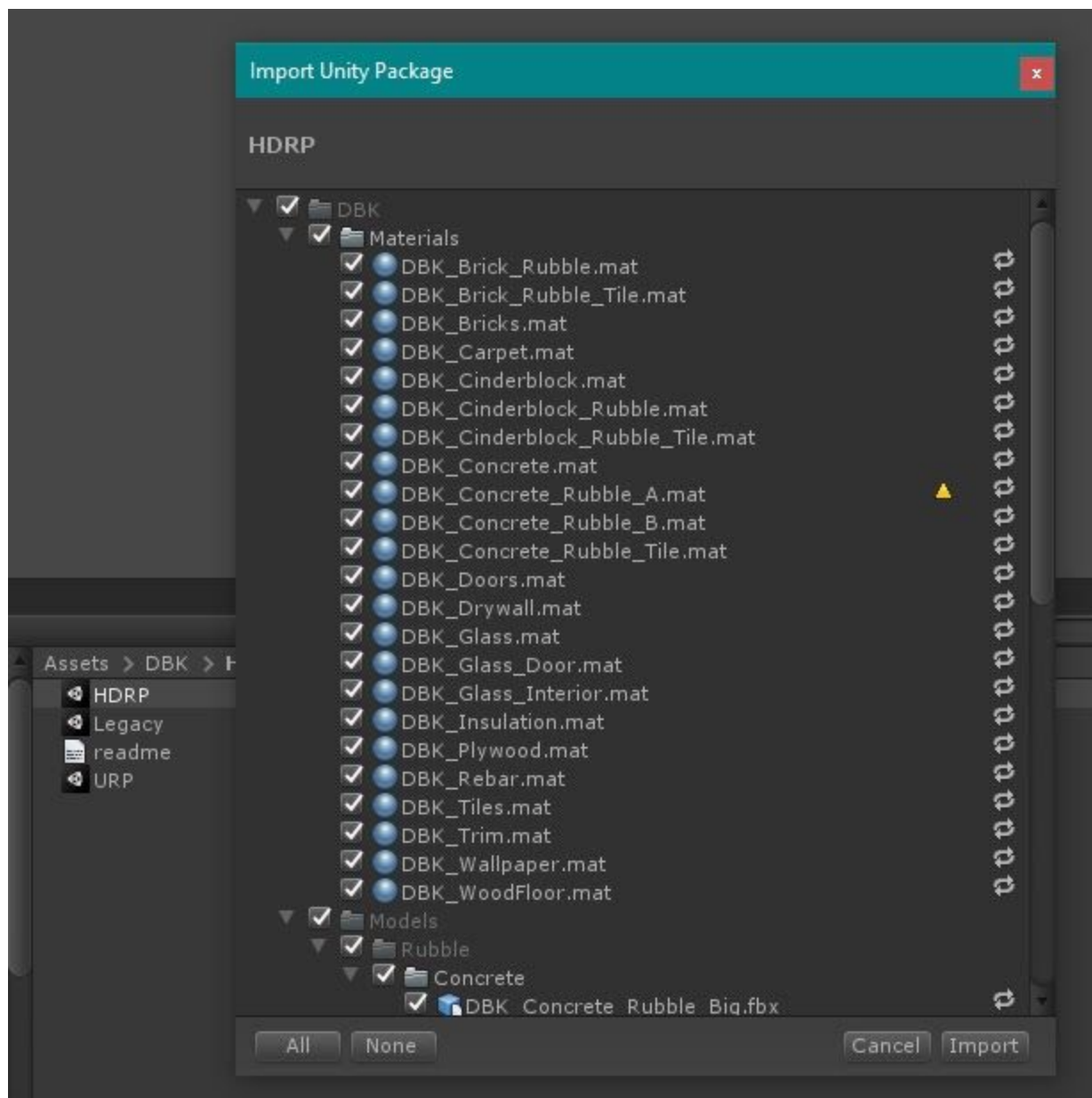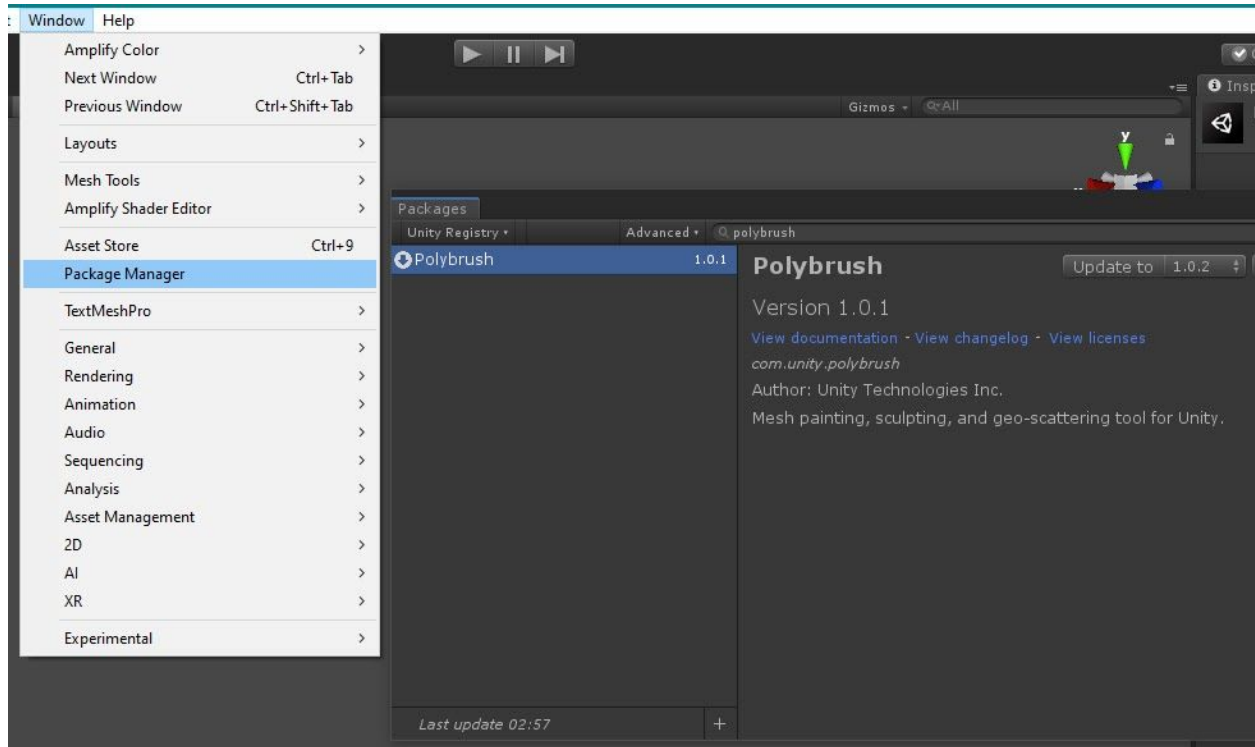https://discord.gg/ekfZwkQf

**Troubleshooting**

**\*Important\***

**Please install .unitypackage from HDRP & URP to remove pink materials in HDRP/URP versions.**

**\*Important\***
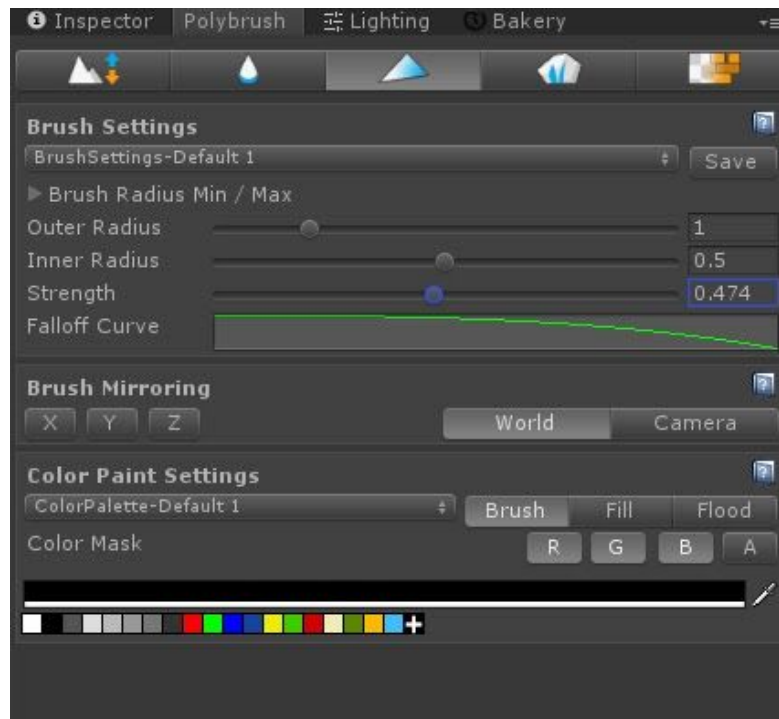**Please install the Polybrush Package from Package Manager.**

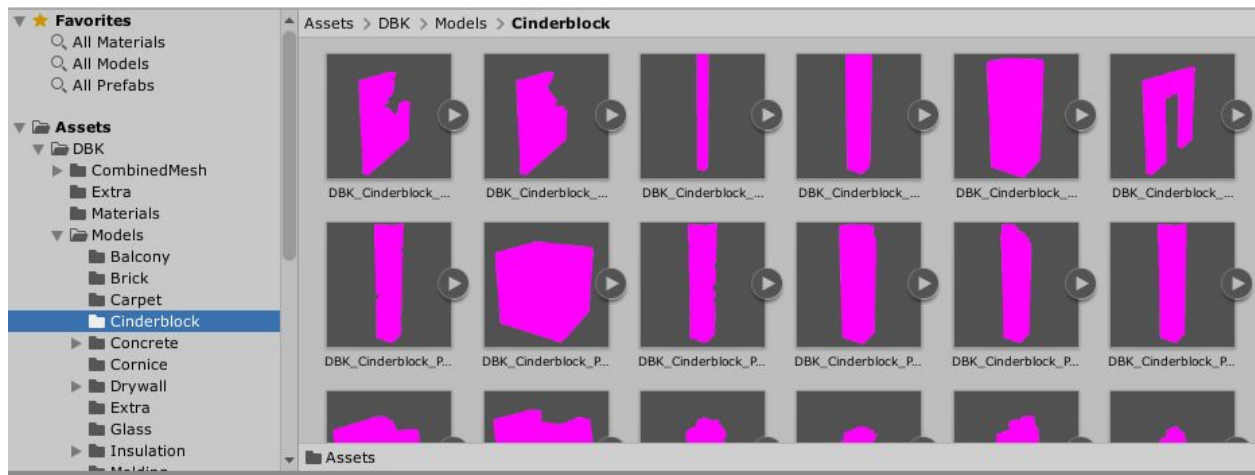## Polybrush Settings:

Red Channel - Dirt/Dust
Green Channel - Main damage
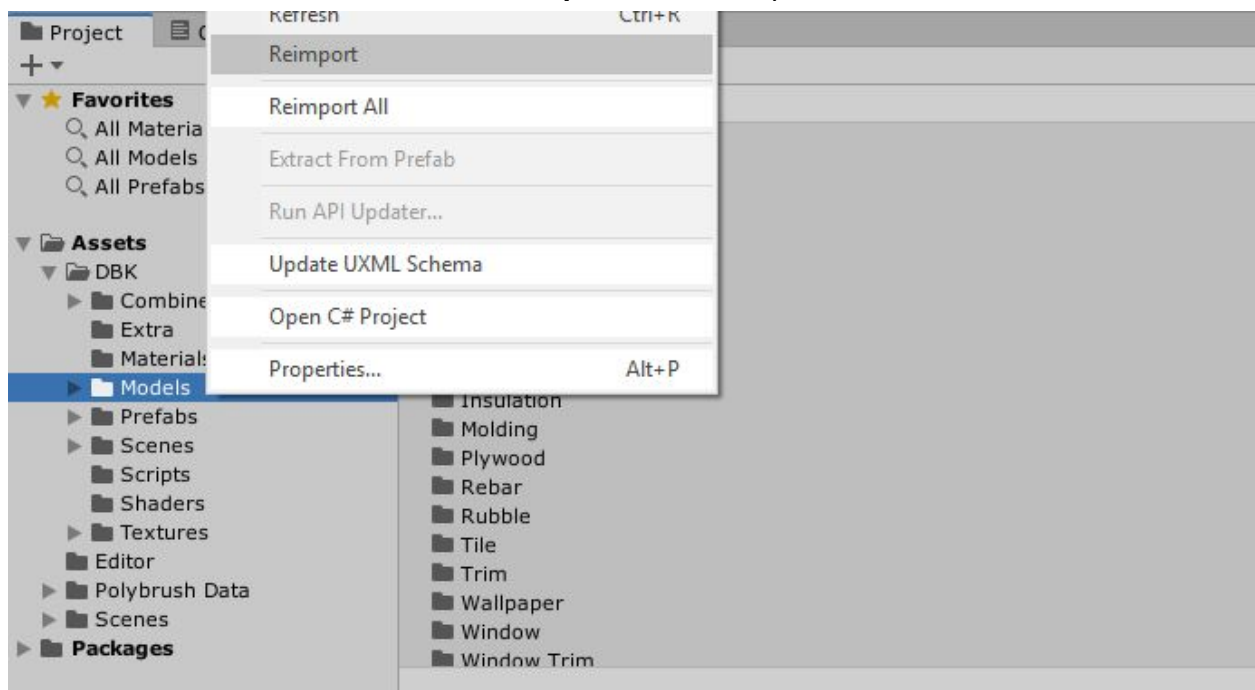Blue Channel - Extra Detail
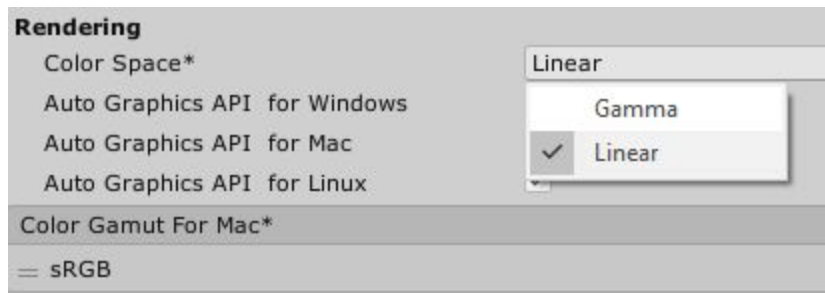Alpha Channel - Used for specific shaders, do not paint.

If imported models are displayed in pink color (Legacy Render):



Click on the models folder and select **Reimport**. It should update all models and fix the issue.
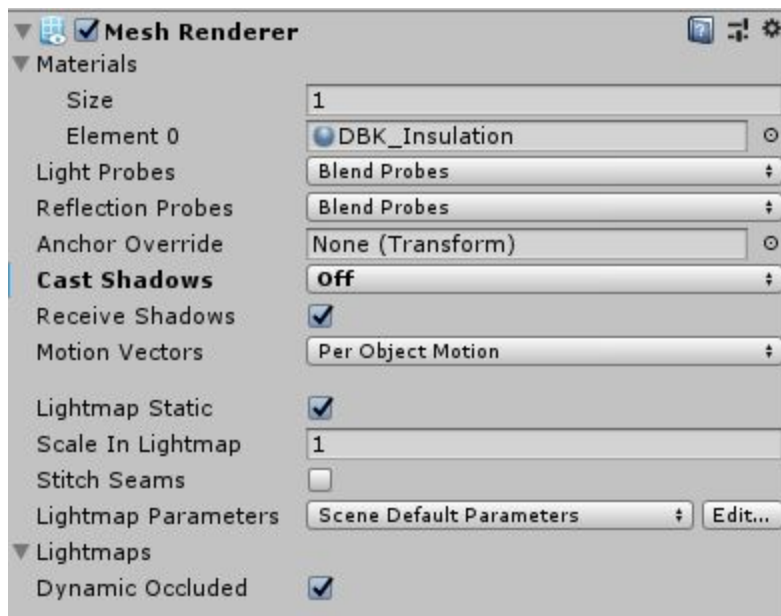
This set is best looking with Linear Color Space:



It's recommended to turn off shadow casting for those materials:
**DBK_Insulation**
**DBK_Carpet**



It's not recommended to combine rubble piles with **DBK Mesh Combine** script.
This script combines all objects with the same material into a single mesh and creates UV2 for lightmaps. Due to heavy polycounts of rubble piles it takes too long.

If you are using Unity default bake system you might get this error on some of the materials:
**Material doesn't have a color property '_Color'**
It occurs because of the way shaders were created, and it doesn't affect baking results.

If you are using Unity version below **2020.1** and default baker your vertex paint details might disappear after baking. To fix this error either click on any parts with the Polybrush tool selected or update to a new version of Unity (Starting from **2020.1**) This is an Unity bug.