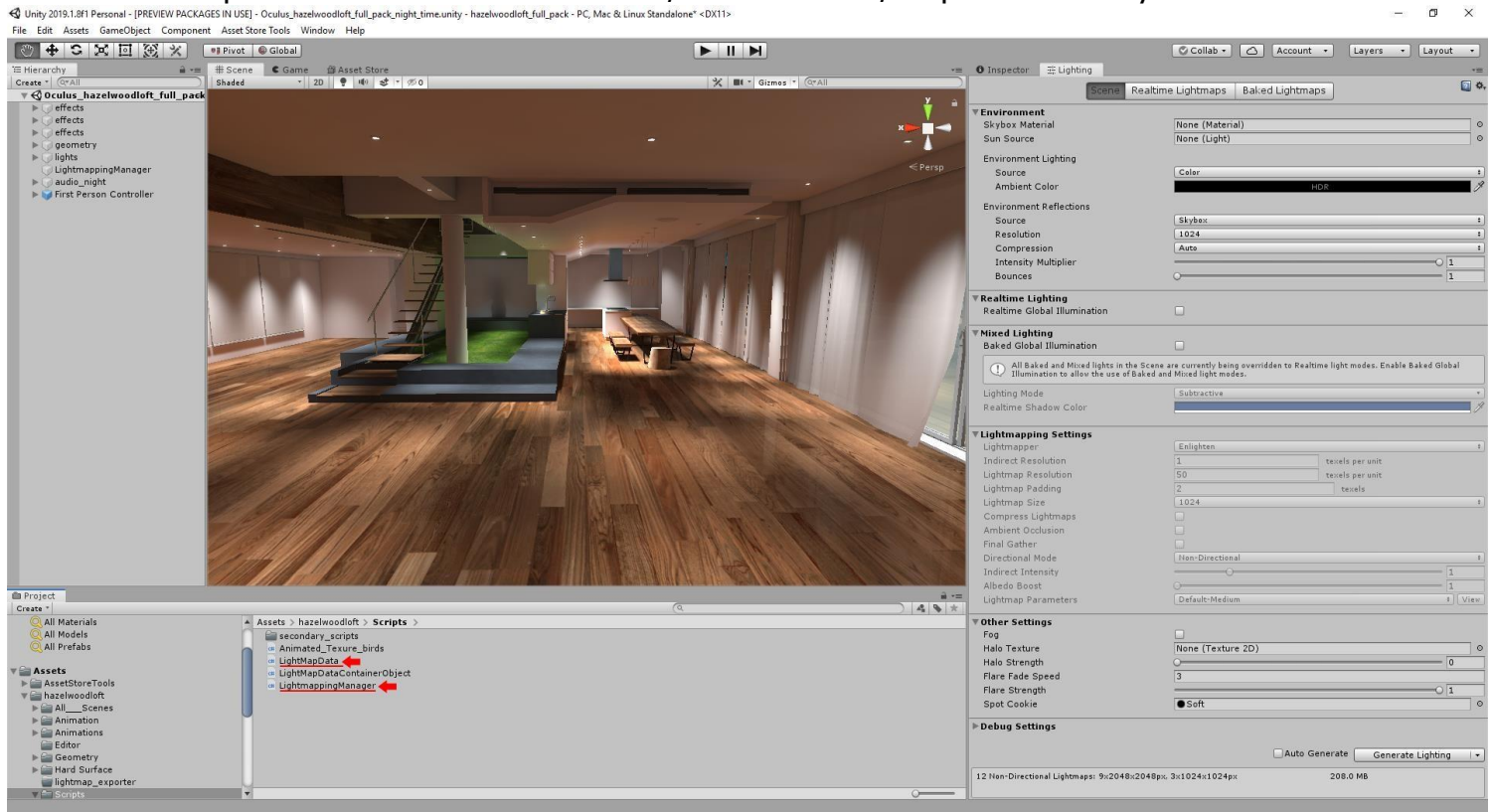


# “Hazelwood Loft” guide for upgrading to new Unity versions:

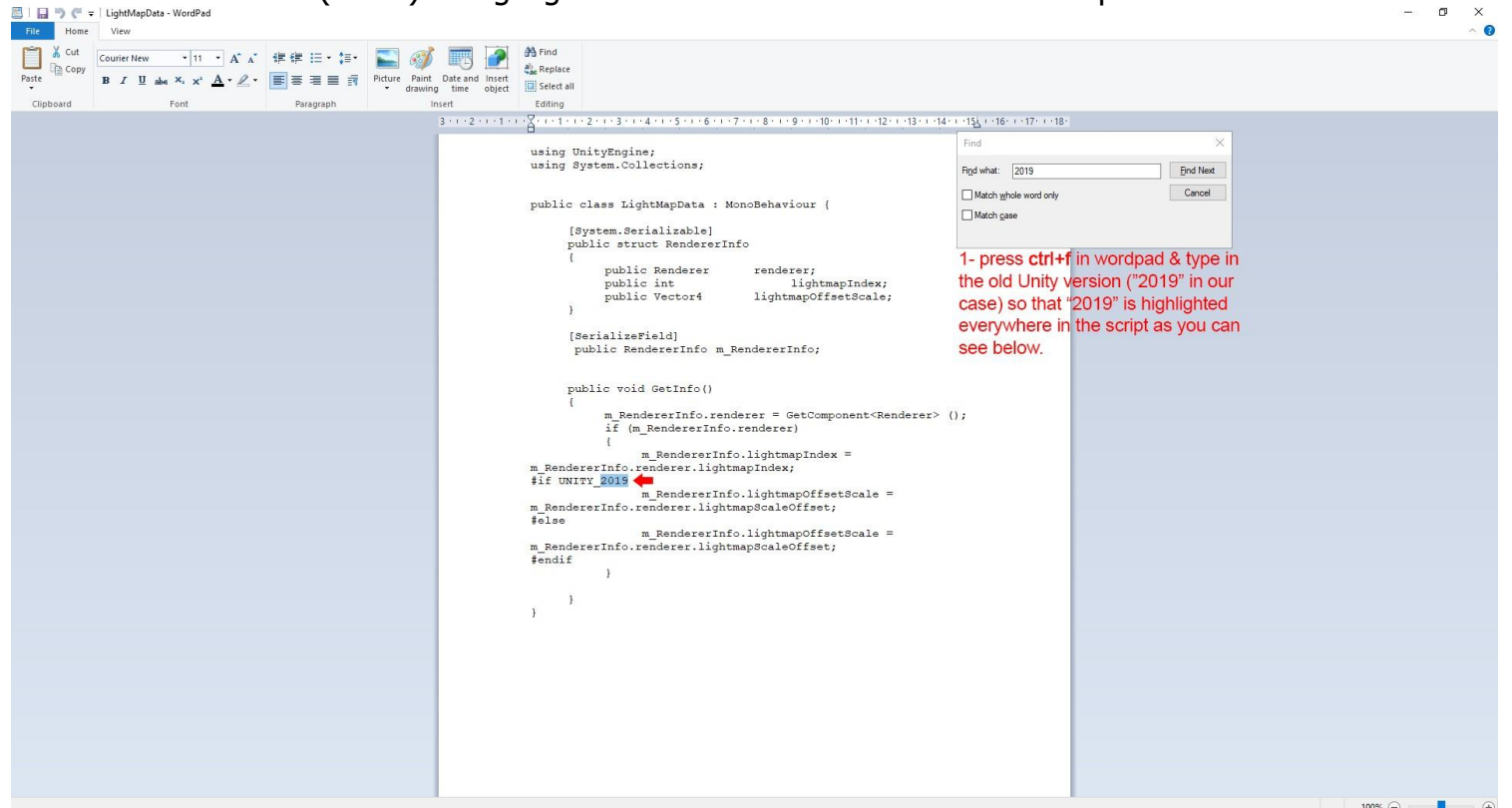
In order for the “Hazelwoof Loft” lightmaps to work correctly in the upcoming Unity version, A very simple modification must be applied in two of the scripts that are responsible in importing the custom lightmaps to Unity. Here we are upgrading the project from Unity 2019 to Unity 2020:

1-Find the 2 scripts which are located in “Assets/hazelwwodloft/scripts folder” as you can see below:

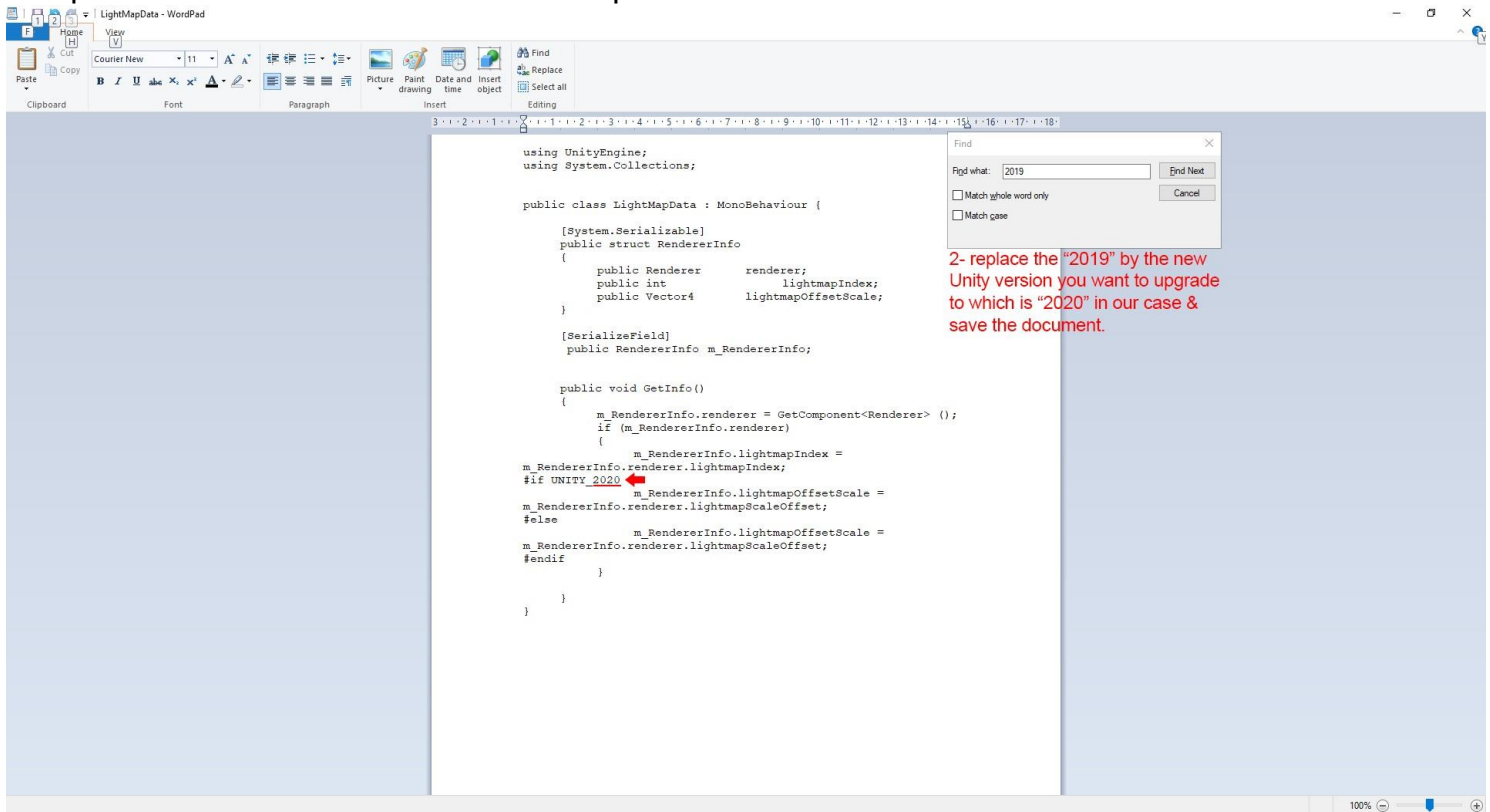


2-Open “LightMapData” script in any text editing software, here we are using “Wordpad”.

3- Use the “find” tool (ctrl+f) to highlight all the “2019” mentioned in the script:



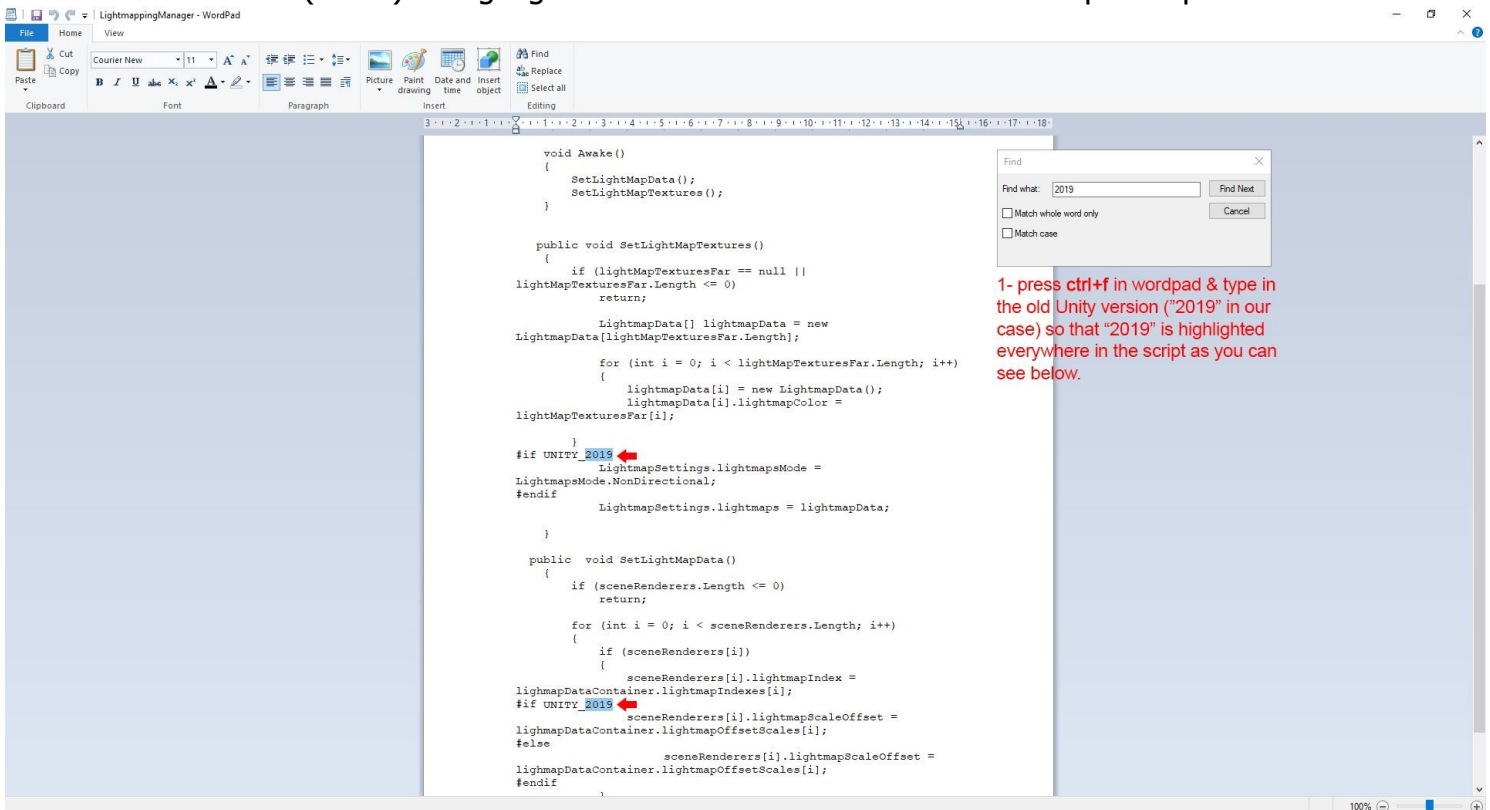
4- Replace the "2019" mentioned in the script with "2020" and save the file.



2- replace the "2019" by the new Unity version you want to upgrade to which is "2020" in our case & save the document.

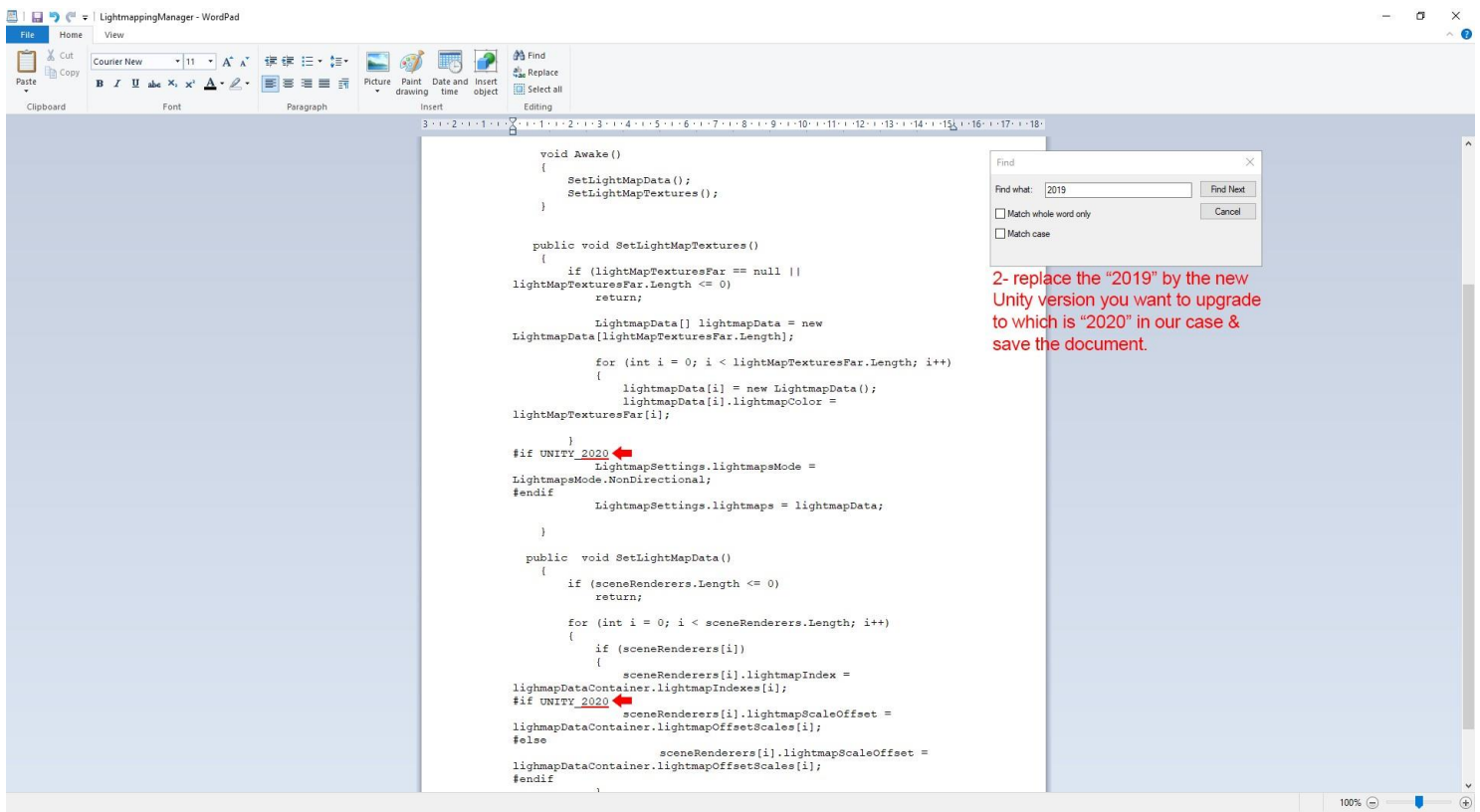
5- Open "LightmappingManager" script.

6- Use the "find" tool (ctrl+f) to highlight all the "2019" mentioned in the script & replace :



1- press ctrl+f in wordpad & type in the old Unity version ("2019" in our case) so that "2019" is highlighted everywhere in the script as you can see below.

7- Replace all the "2019" mentioned in the script with "2020" and save the file.



8- Restart Unity and your lightmaps should display properly like they did in the last Unity version.

Enjoy  
**POLYBOX**

If you have any question, please email us at [polyboxinteractive@gmail.com](mailto:polyboxinteractive@gmail.com)