**▶Tips◀**

* Light baking quality is better in **Built-In** than **URP**.
* You need to check this: Project Settings -> Player -> Other Settings - > Rendering - > Color Space = Linear.
* If you see some ugly baked light or insane bake time, adjust **Lightmap Resolution** or **Max Lightmap Size** in Lighting Setting.
* Make sure Color Space is **'Linear'**. You can check it in Project Setting -> Player->Other Setting -> Rendering.
* If your Project is URP, Please Extract **'Cyberpunk Downtown\_URP Install-Package'**.
* If your Project is Built-In, Please Extract **'Cyberpunk Downtown\_Built-In Install-Package'**.
* You cannot use too many Video signboards in the scene (It depends on the computer performance). If you see some **reading Video** **errors in play mode**, reopen your project and try to play again. In my case, when it stopped in play mode because of reading video errors, I just **ignore it** and **press pause button** to play it.
* If you change the scale of building prefabs that has area lights to negative number, you need to change the area lights inside of the prefabs you changed to negative number as well.
* **Grid snap size** is 2.286.
* If you have any questions, feel free to **join the Discord channel** or send an email.

**Discord channel:** https://discord.gg/GrMdMCYc5S

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**Thank you for purchasing :)**