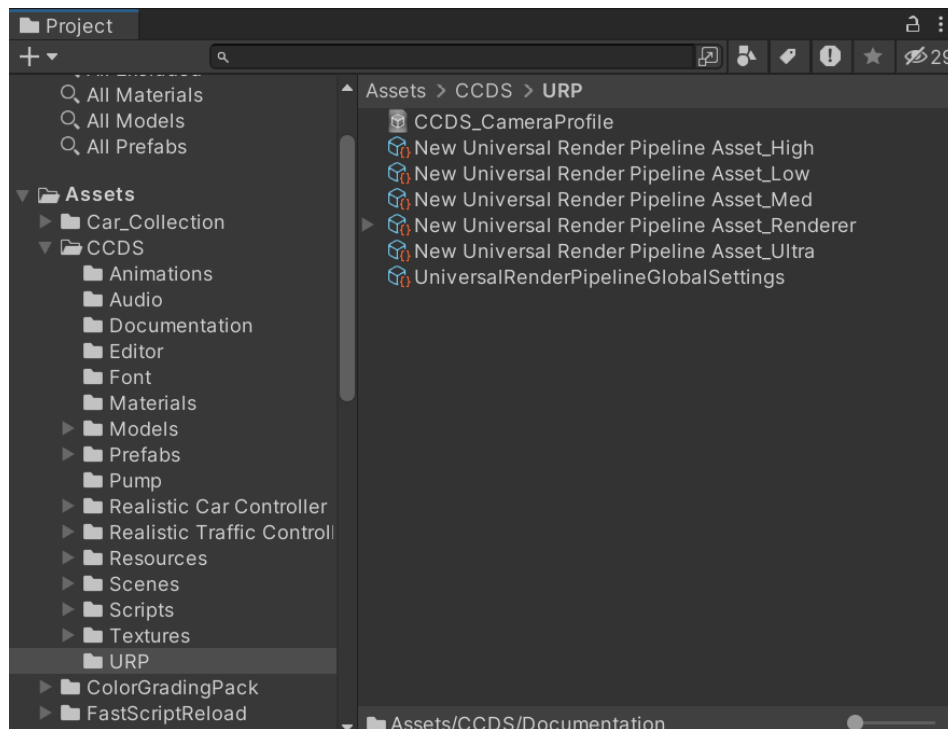# City Car Driving Simulator

# Performance Tips On Android & WebGL

Overview

CCDS uses URP (Universal Render Pipeline), therefore configuration of your URP profile will have an impact on performance as well. Current configurations of the URP profiles are aimed at android & webgl platforms. You can find the URP profiles here;


Each quality setting has a unique URP profile. There are many settings that you can adjust, but we'll be only dealing with the lights. Lights are consuming a lot of resources on the system. Android and webgl games do not use real (pixel) lights. Instead of using them, faking them would be the best approach. CCDS fake them by using lens flares and shades for android & webgl.

There are two settings related to the lights. One for directional light, and other one is for additional lights. We can use directional light as a pixel light, but using additional lights as pixel lights would affect the performance as well. You might want to consider disabling the additional lights or using them as vertex lights.

CCDS demo uses these settings for PC;
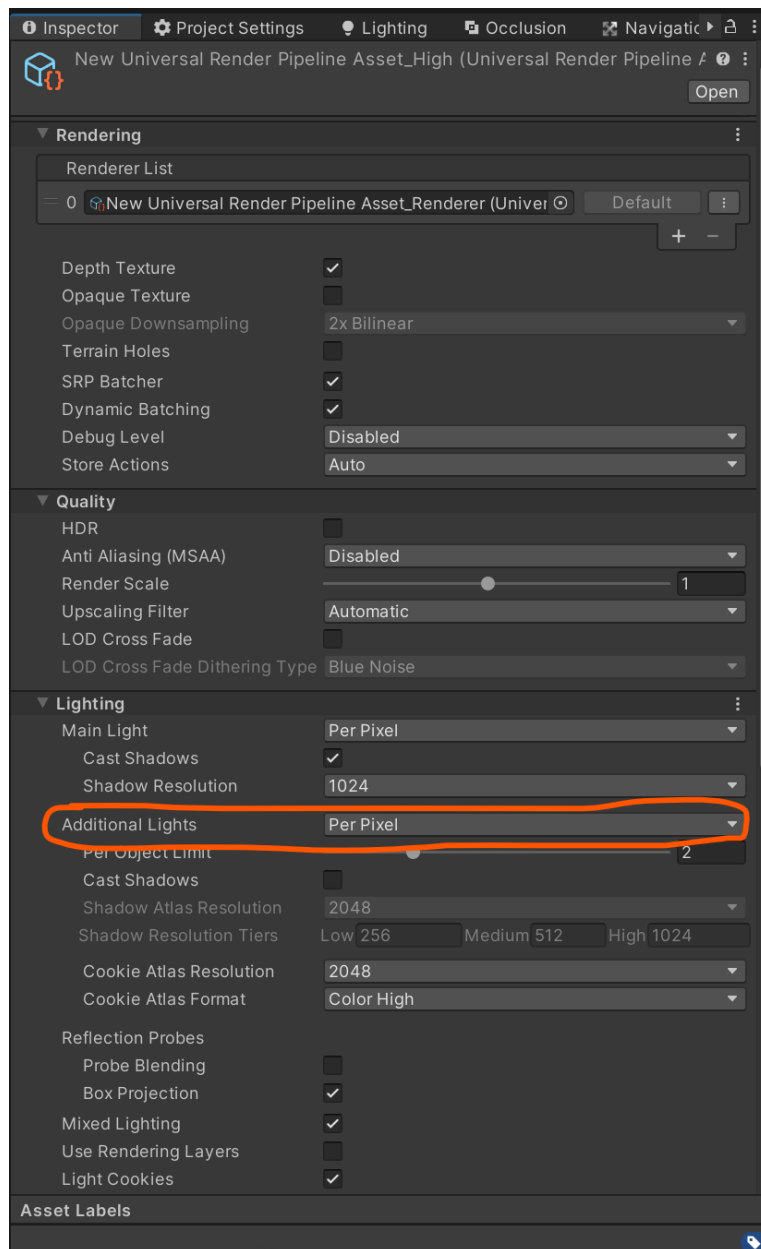
CCDS demo uses these settings for android & webgl;
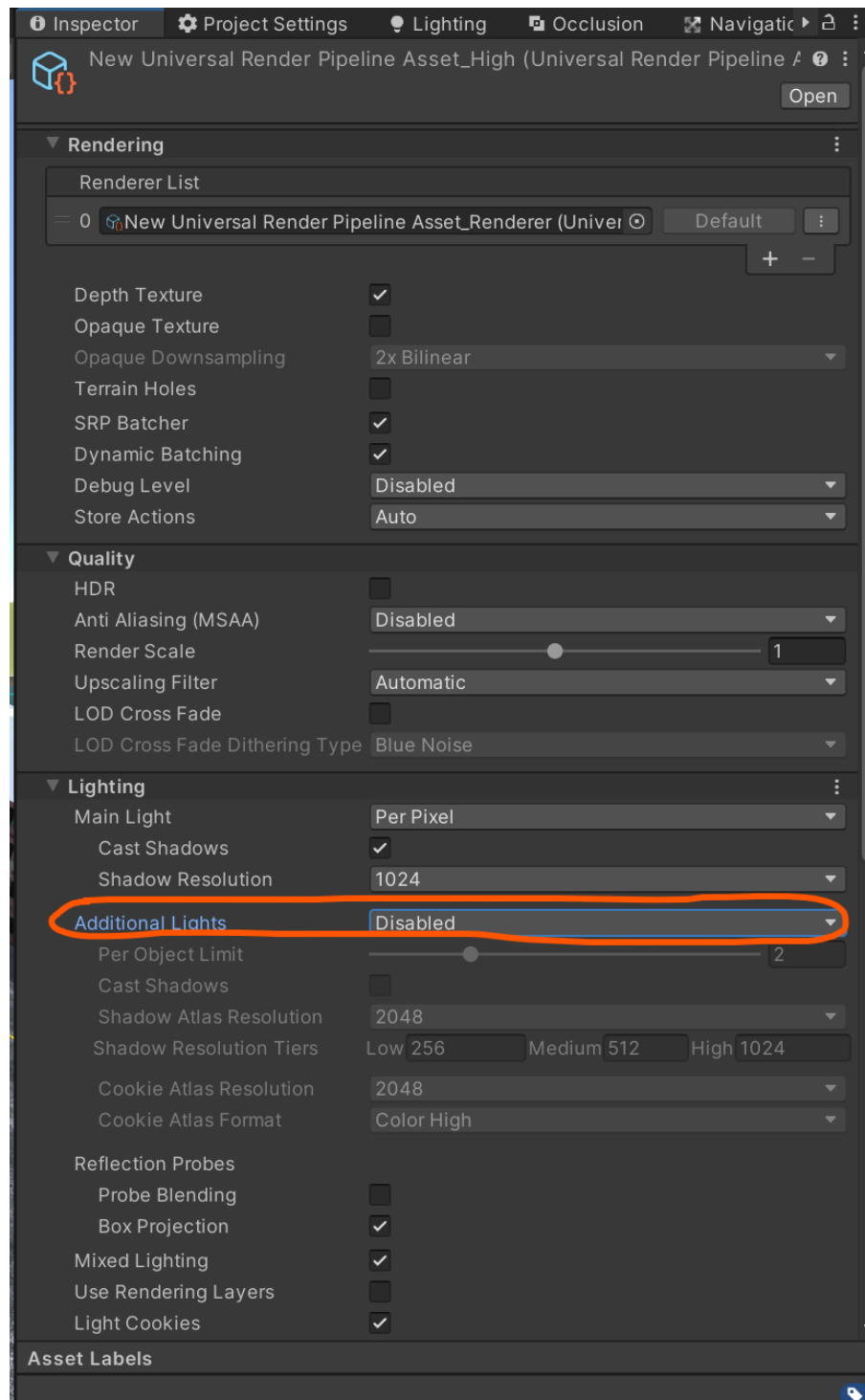
Support

Please include your invoice number while sending an email to me.

Contact: bonecrackergames@gmail.com