

Simple Garage System for Realistic Car Controller Pro

Thank you for purchasing and using Simple Garage System.

Decals and Neons (URP Only)

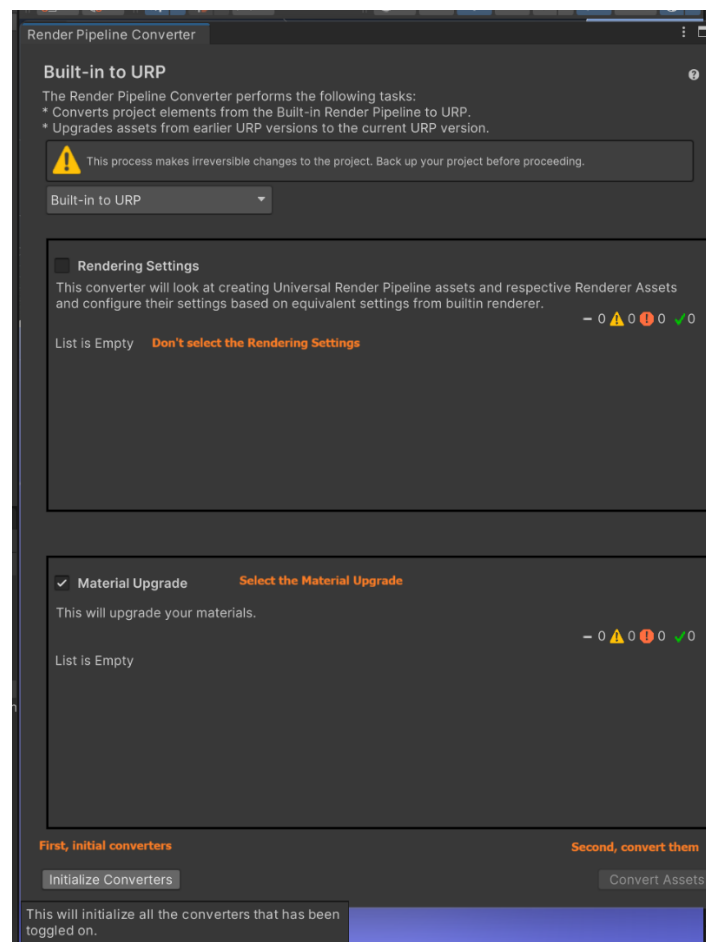
Decals and neons are using specific shaders, and they would work with URP only. If your project is running on builtin rp and you don't want to upgrade to URP, you might want to disable UI buttons for the decals and neons in the main menu UI canvas.



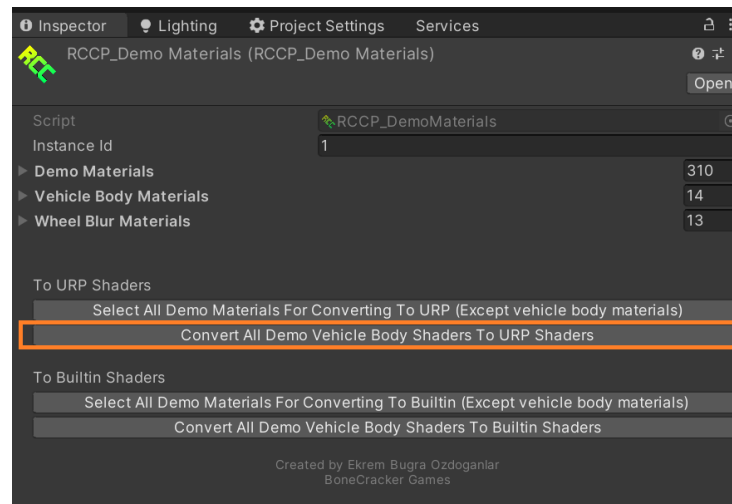
Installing and Configuring URP, Converting Materials

This process is risky for existing projects, because you won't be able to redo your actions from this point. This would change the render pipeline of your project and all materials as well. Please backup your whole project before installing the URP. Also installing and using URP might not be good for you. You must decide to use it or not, because your custom shaders may not work either. But if you are on a fresh project, you can safely install and use it.

Open the Package Manager from Window → Package Manager. Under “Unity Registry” search for “Universal RP”. Import and install the package to your project. After that, you'll need to create an asset for the URP. To do that, simply right click to the project and Create → Rendering → URP Asset. This will create an asset for URP configurations. Now you'll need to select your new asset in the URP settings. Go to Edit → Project Settings → Graphics. And select your URP asset in this field. Once you select it, all materials will be pink in the project, because you'll need to convert their shaders. Convert all materials in the project from Window → Rendering → Render Pipeline Converter. Follow the instructions and convert all materials in the project. All materials of SGS and RCCP are compatible with URP, you won't need to do anything else.



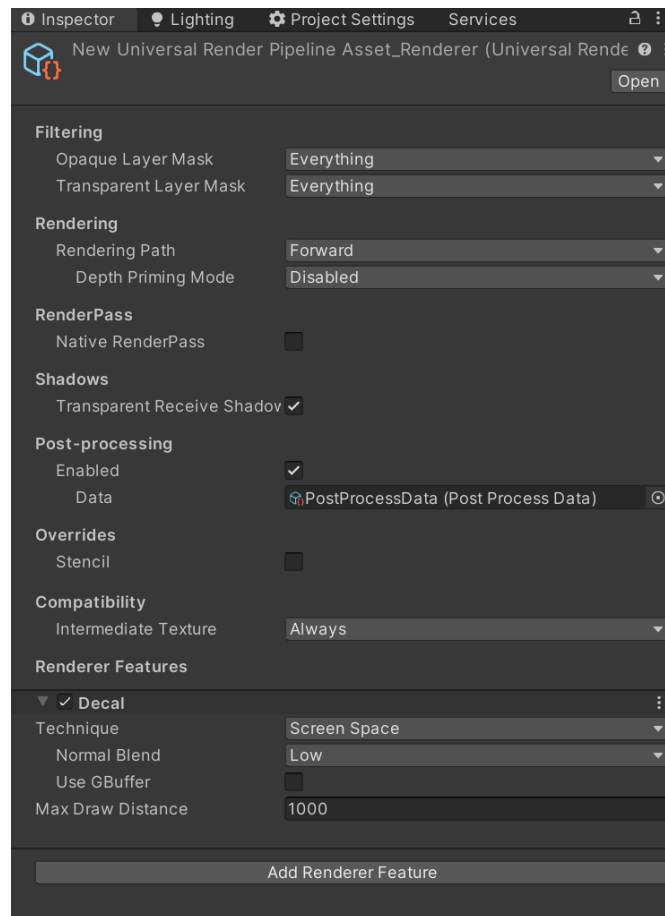
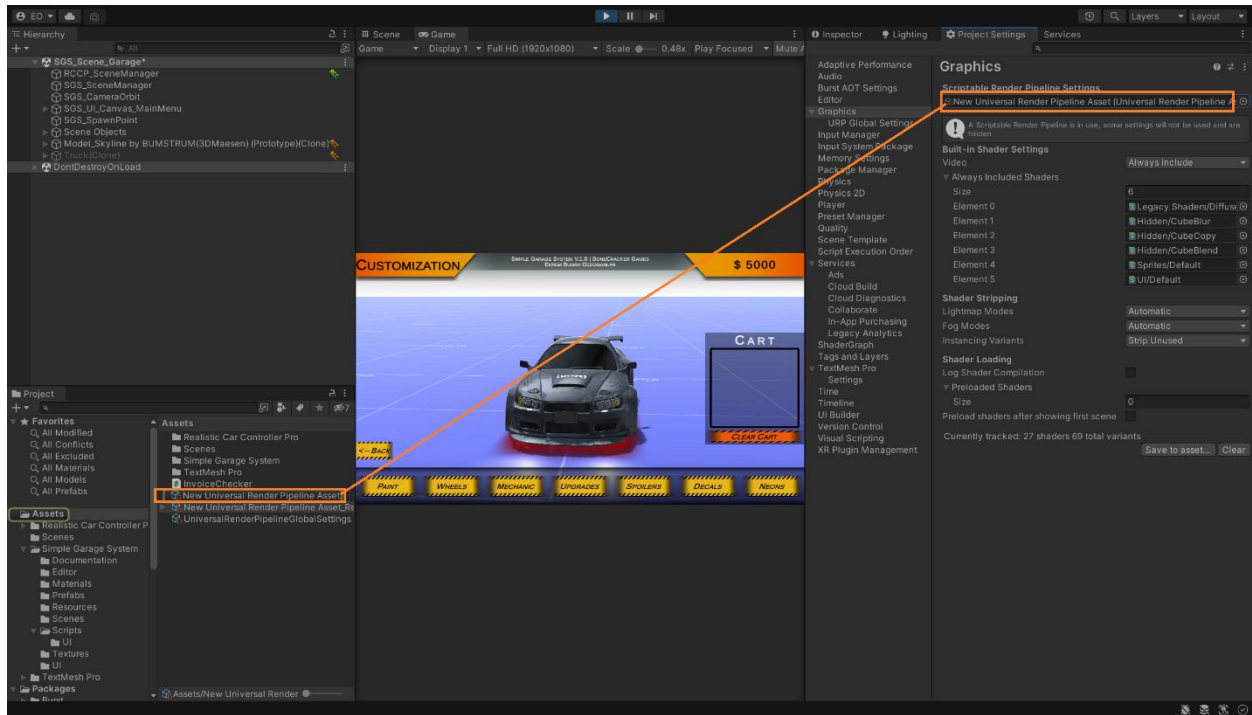
Don't select the Rendering Settings, because it will create new assets per each quality setting. Some materials will fail, but you can ignore them because their shaders will be changed by RCCP. Simply enter the play mode, and RCCP will ask you to open the demo materials window. Open the window and convert all demo vehicle shaders (Tools → BCG → RCCP → Configure → Demo Materials).



Convert the custom body shader and your URP configuration will be done. You may want to restart the editor after installing the URP.

Adding Decals as a Renderer Feature to URP Asset

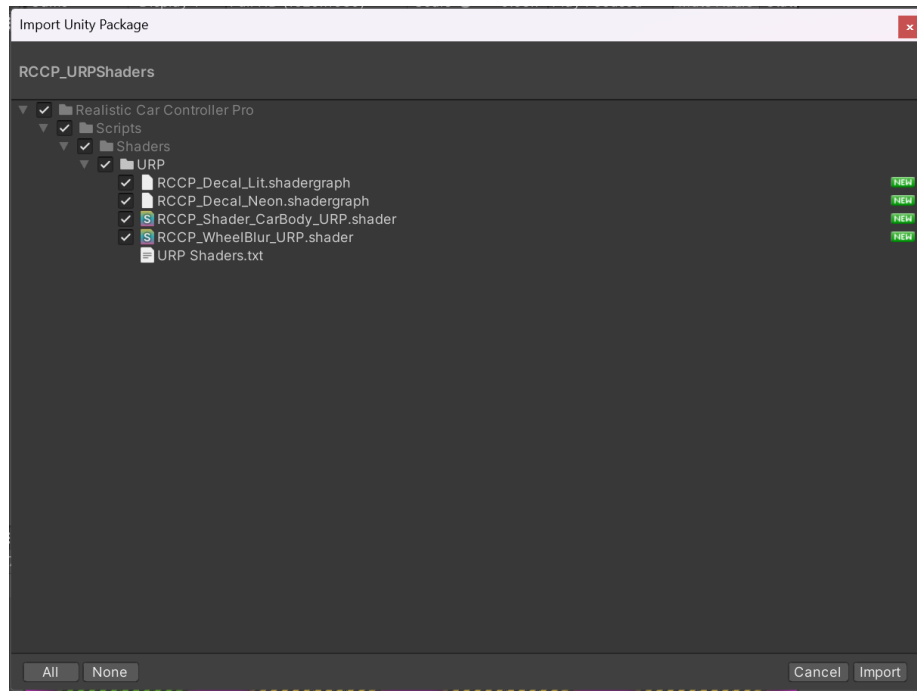
After importing and installing URP to the project, you'll need to add a renderer feature to your URP asset. Select the asset you just created for URP in the project, and click to add a new renderer feature. Select the decal and apply these settings if you want to use it with all platforms.



After this point, neons and decals will be visible in the editor and gameplay.

Shaders of Decals and Neons

They are using specific shaders and can be imported after installing URP. Shaders are located in the shaders folder. Simply import the package to your project, it will add the decal and neon shaders to the project.



How the Decals and Neons Works

Please read the RCCP's documentation for understand how the decals and neons work. Because they're part of the RCCP_Customizer system. Name of the documents are;

RCC Pro - Decals and Neons (Realistic Car Controller Pro/Documentations)

RCC Pro - Customization (Realistic Car Controller Pro/Documentations)

Common Mistakes

- I can't use the decals and neons, can't even see them in the editor.
- Your project is missing URP installation, or you haven't configured the URP yet.
- I've installed the URP and configured it, but all materials are pink.
- You should convert all materials in the project to be working with URP.
- Everything looks ok, but body of the vehicles are pink.
- You should convert body materials, which can be done through the RCCP's Demo Materials panel (Tools → BCG → RCCP → Configure → Demo Materials).
- I did everything, but still can't see the decals and neons.
- Make sure your URP asset has a renderer feature "Decal".

Contact

Please include your invoice number while contacting me. I usually respond within a day. I may not respond on the weekend.

Email: bonecrackergames@gmail.com