

2018 missing components: [previously solved]

Soaryn



I noticed when trying to use MeshInstanceRenderer in 2018.3, Rider has no idea what I am talking about. Has it been removed or has the package manager left something out that I need to go track down?

Was trying to make a test project for @Joachim_Ante to demonstrate a transform parenting issue, with the latest version in pure entity form. A little difficult to demonstrate without rendering.

Update:

<https://forum.unity.com/threads/remoting-does-not-exist-in-the-namespace-system-runtime.554542/>

Last edited: Sep 14, 2018

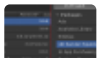
Sep 13, 2018

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They supposedly have the same packages. So what happened to Unity.Rendering?

Attached Files:



SamePackages.png

File size:

21.2 KB

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Just a small note: it's not set to .Net 2.x but to .Net Standard 2.0:

<https://docs.microsoft.com/de-de/dotnet/standard/net-standard>

This is a good default... as soon as ECS is compatible with it

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