



# Zibra Effects

## Known Issues

### VERSION 2.1.3

- When Foam is enabled, regions of the liquid that generate foam will use Material 1 for rendering regardless of material settings
  - To work around that you can disable foam or set material 1 parameters to be the same as the main material parameters
- Depending on certain project settings and the presence of other render related render components and/or packages, liquid rendering may be flipped upside down on Android and/or iOS builds
  - To work around that, you can add/remove usage of “FLIP\_BACKGROUND\_TEXTURE” and/or “FLIP\_NATIVE\_TEXTURES” material keywords in the plugin’s code
- When using non uniform scale with Neural SDF, it will be skewed
- When the manipulator’s scale has a 0 value on any axis, it will break the simulation.
- On URP, you may get the following error:  
*IndexOutOfRangeException: Index was outside the bounds of the array. UnityEngine.Rendering.Universal.ScriptableRenderer.SetupNativeRenderPassFrameData (UnityEngine.Rendering.Universal.CameraData& cameraData, System.Boolean isRenderPassEnabled) (at ./Library/PackageCache/com.unity.render-pipelines.universal@14.0.9/Runtime/NativeRenderPass.cs:113)*
  - This error is triggered when you exceed the maximum number of allowed URP render passes

- To work around it remove or disable unused render features in URP settings
- When enabling Smoke & Fire Emitter while simulation is running, it may have large initial velocity for 1 frame.
  - To work around that, set emission speed to 0 instead of disable/enabling the emitter.