HDRP Decal Matrix Fix Guide Paper

(Upper 2020 unity version)

In Modern Unity HDRP workspace, you need to fix for well working decal.



Here is 2 way how to fix this problem. Please use what you want.

 Please Open 'HDRPDecalTransferMatrix.cs' script (SpecialSkillsEffecstPack/Scripts/) and change rd.GetPropertyBlock(propertyget); to '//rd.GetPropertyBlock(propertyget);'

```
using System.Collections.Generic;
                                                              using UnityEngine;
                                                               [ExecuteInEditMode]
                                                             □public class HDRPDecalTransferMatrix : MonoBehaviour
                                                                  MaterialPropertyBlock propertyget;
                                                                  MeshRenderer rd:
                                                             void Update()
                                                                    Matrix4x4 invTransformMatrix = transform.worldToLocalMatrix;
                                                                   if (propertyget == null)
                                                                      propertyget = new MaterialPropertyBlock();
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                                                                    propertyget.SetMatrix("_InverseTransformMatrix", invTransformMatrix);
# ChangeSizeColor
# DelayActive
                                                                      rd = GetComponent<MeshRenderer>();
                                                                   //rd.GetPropertyBlock(propertyget);
 # ScaleFactorApplyToMaterial
```

2. Please patch HDRPdecalMatrixFix(Upper2020URP).

