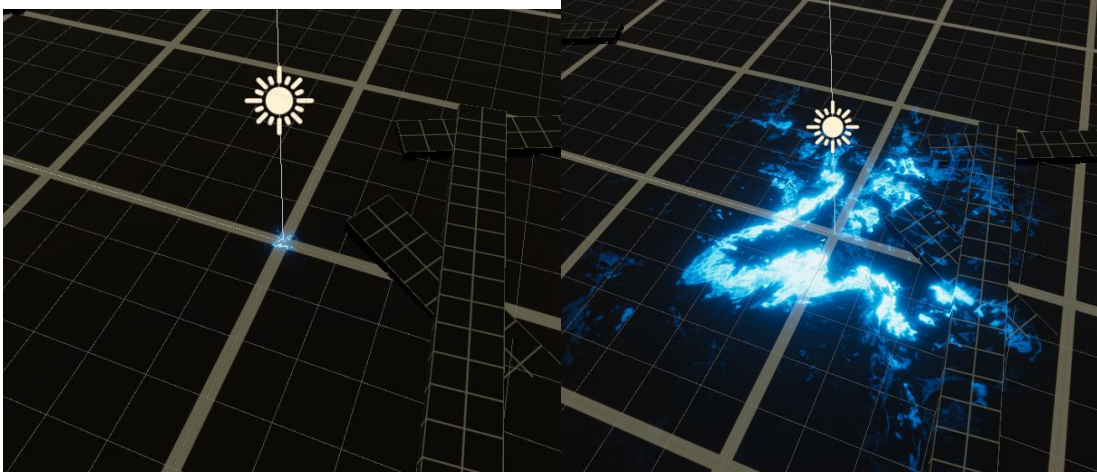


HDRP Decal Matrix Fix Guide Paper

(Upper 2020 unity version)

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

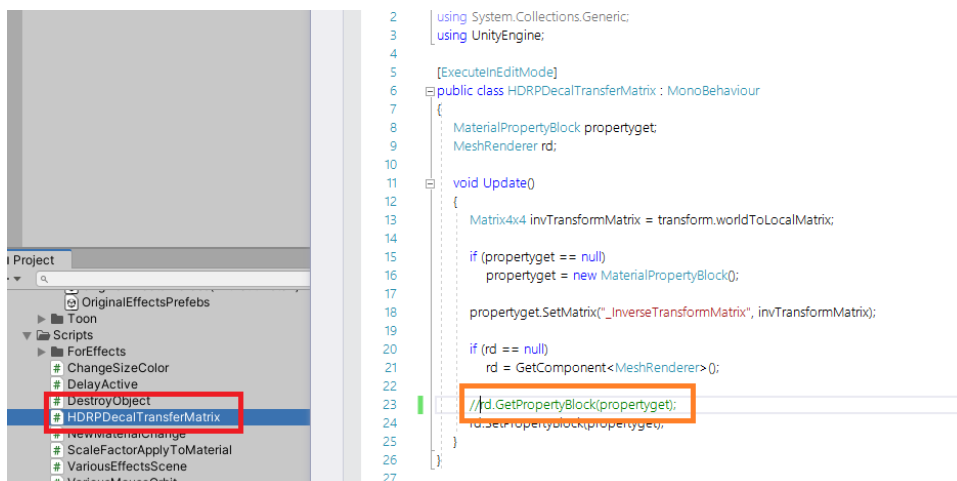


(Before Fix)

(After Fix)

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

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



2. Please patch HDRPdecalsMatrixFix(Upper2020URP).

