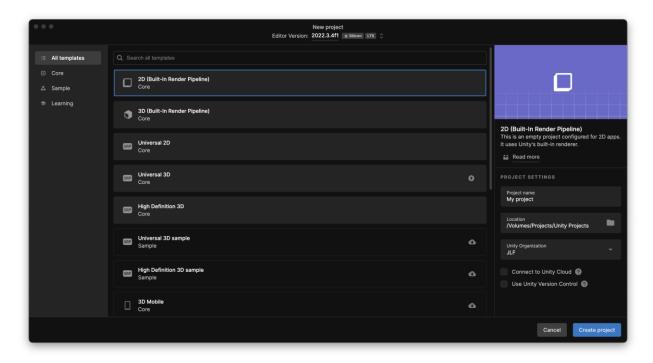
Project Installation Instructions

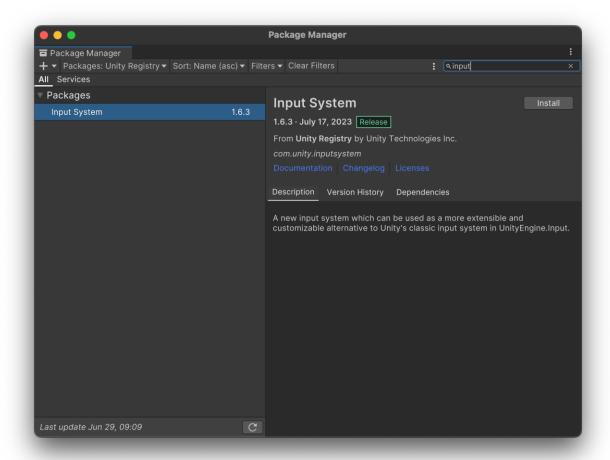
How to use these files: Instructions

To Import the Package, create a new 2D project using the the Built-In Render



Install the Package Manager Dependencies

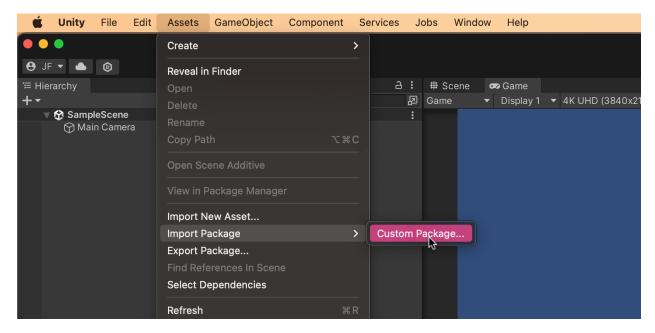
This project uses the new **Input System** and **Post Processing** packages. To install them, open the **Package Manager** and search for each package in the **Unity Registry**.





Import the Unity Package

Next, select **Assets > Import Package > Custom Package** from the top menu.



Import the **Project File** package Then load the **Example Scene** scene.

Troubleshooting

Error: the type or namespace name 'Input System' does not exist in the namespace 'UnityEngine'.

Error: the type or namespace name 'Input Value' could not be found.

• Install the **Input System** package from the **Package Manager** window and enable the Input System.

Warning: The referenced script (Unknown) on this behaviour is missing!

Install the Post Processing package from the Package Manager window

Null Reference errors after installing the Post Processing package

• **Reload the Example Scene** and clear the console to remove the errors.

Missing Sprites: The fire display sprite is missing

• Install the **Sprite** package from the Package Manager