





## Thank you!

*Thank you for choosing this pack! We hope you create something really special with it.*

*Please consider rating the package through your download list or leave a review at the store page once you're familiar with it. Feedback or suggestions can be made on any social media platform or via Email. Your feedback helps us focus on the right updates for the future which will be free for existing users!*

Enjoy, your **Tidal Flask** team! 





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# Quick Start

## Lightweight Render Pipeline (LWRP) and Universal Render Pipeline (URP)

This package is made using **Lightweight Render Pipeline**. If you want to find out exactly what it can and can't do please visit this page:

<https://unity.com/lightweight-render-pipeline>

Since **Unity 2019.3** the **LWRP** is renamed to **Universal Render Pipeline (URP)**. For more information please visit this page:

<https://docs.unity3d.com/2019.3/Documentation/Manual/universal-render-pipeline.html>

## Importing

You will find detailed steps on how to import the package below. Please note that since this package was made using **LWRP** you will need **Unity 2019.1.0 or above**. If you want to use **URP** you will need **Unity 2019.3 or above**.

**IMPORTANT!!!** *LWRP is not compatible with other render pipelines. You can convert from the Unity Built-In Render Pipeline to LWRP. To do so, you'll have to rewrite your assets and redo the lighting in your game or app. You can use the upgrader to upgrade Built-in Shaders to LWRP Shaders (Edit > Render Pipeline > Upgrade Project Materials to LightweightRP Materials). For custom Shaders, you'll have to upgrade them manually.*

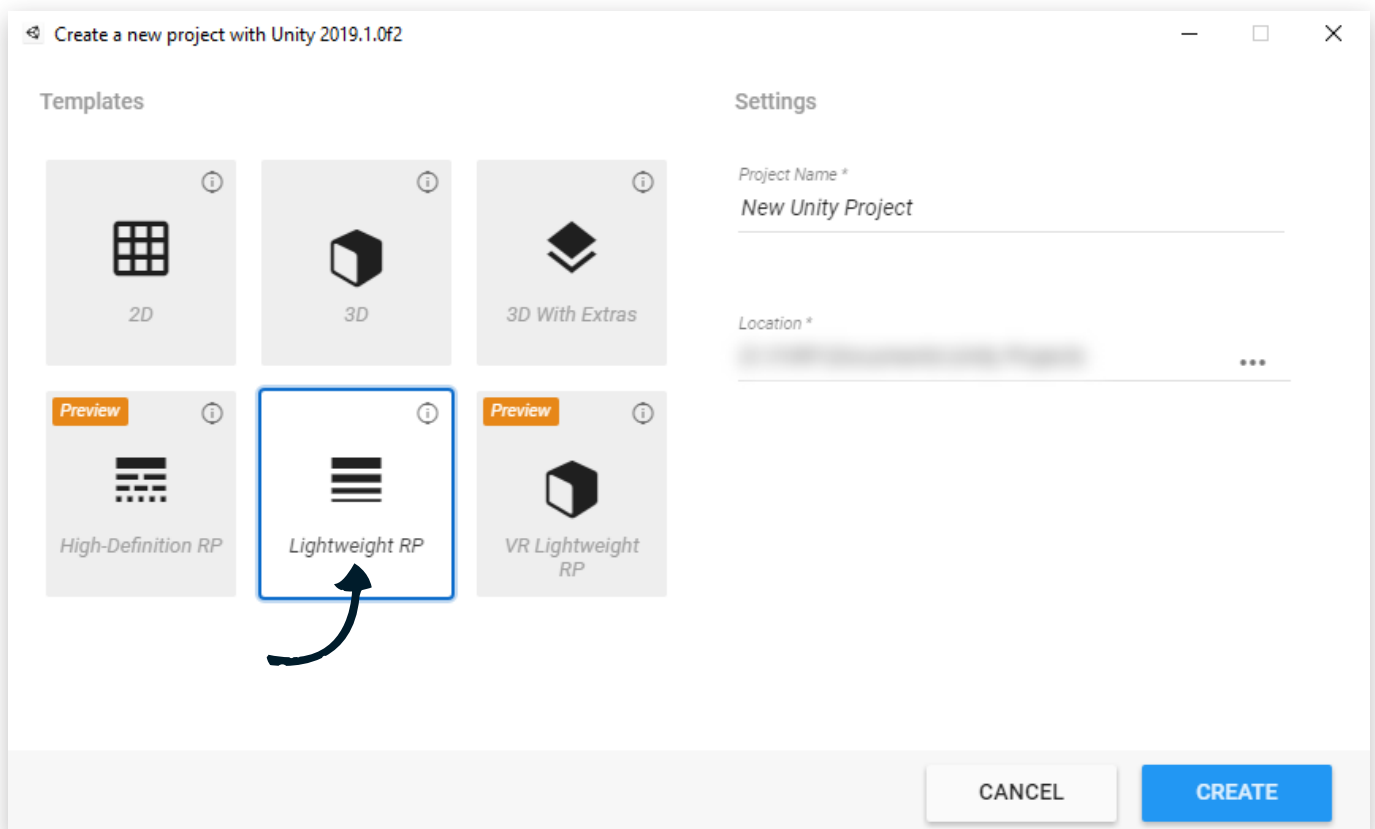


## How to set up your project for LWRP (option 1)

We recommend to create a **clean project** and install the **LWRP** via the **Package Manager** or via **Templates** and import our package to this project.  
To do so follow the steps below:



Step 1: Click **“NEW”** to create a new project (for LWRP pick **Unity 2019.1.0 or above**).



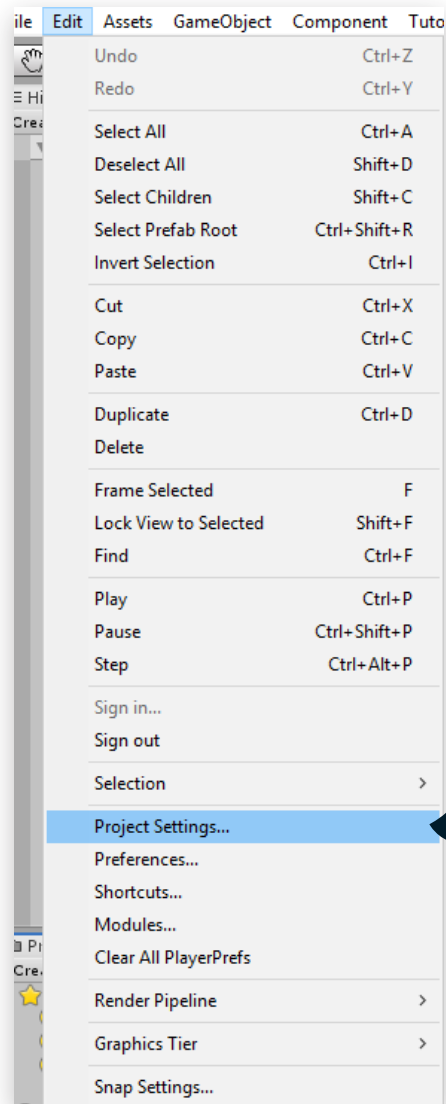
Step 2: In the **“Templates”** select **“Lightweight RP”**, this way everything you need for this package will be preinstalled.



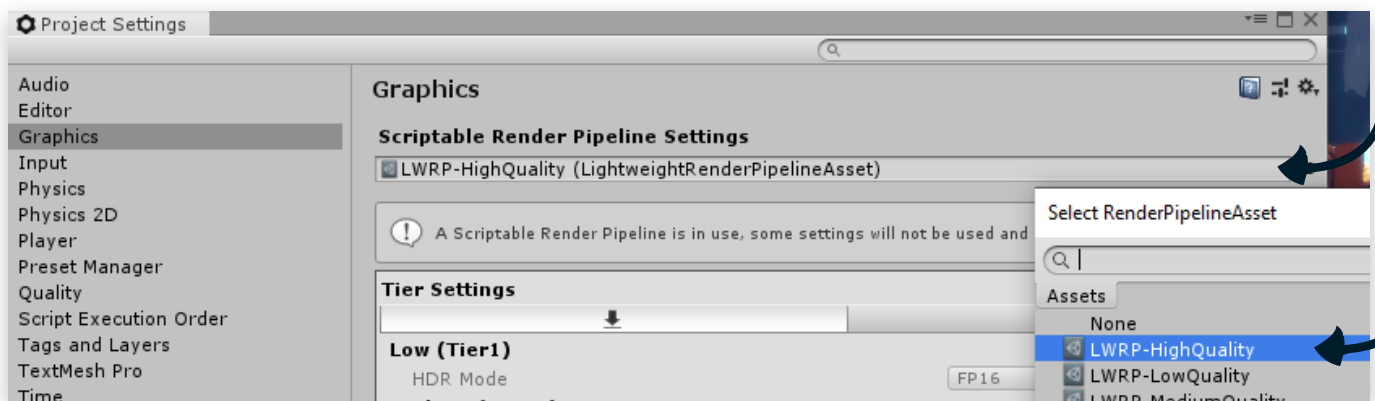
At this point you already can go to **\Story Wildlands Props\scenes** and select any of the scenes.

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Step 4: After the project is loaded, go to **Edit > Project Settings...**

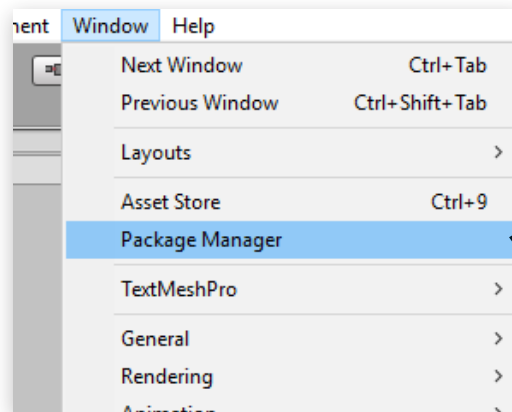


Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP-HighQuality**”. This is the asset we used for this project. The others are the presets Unity preinstalled with the Template.

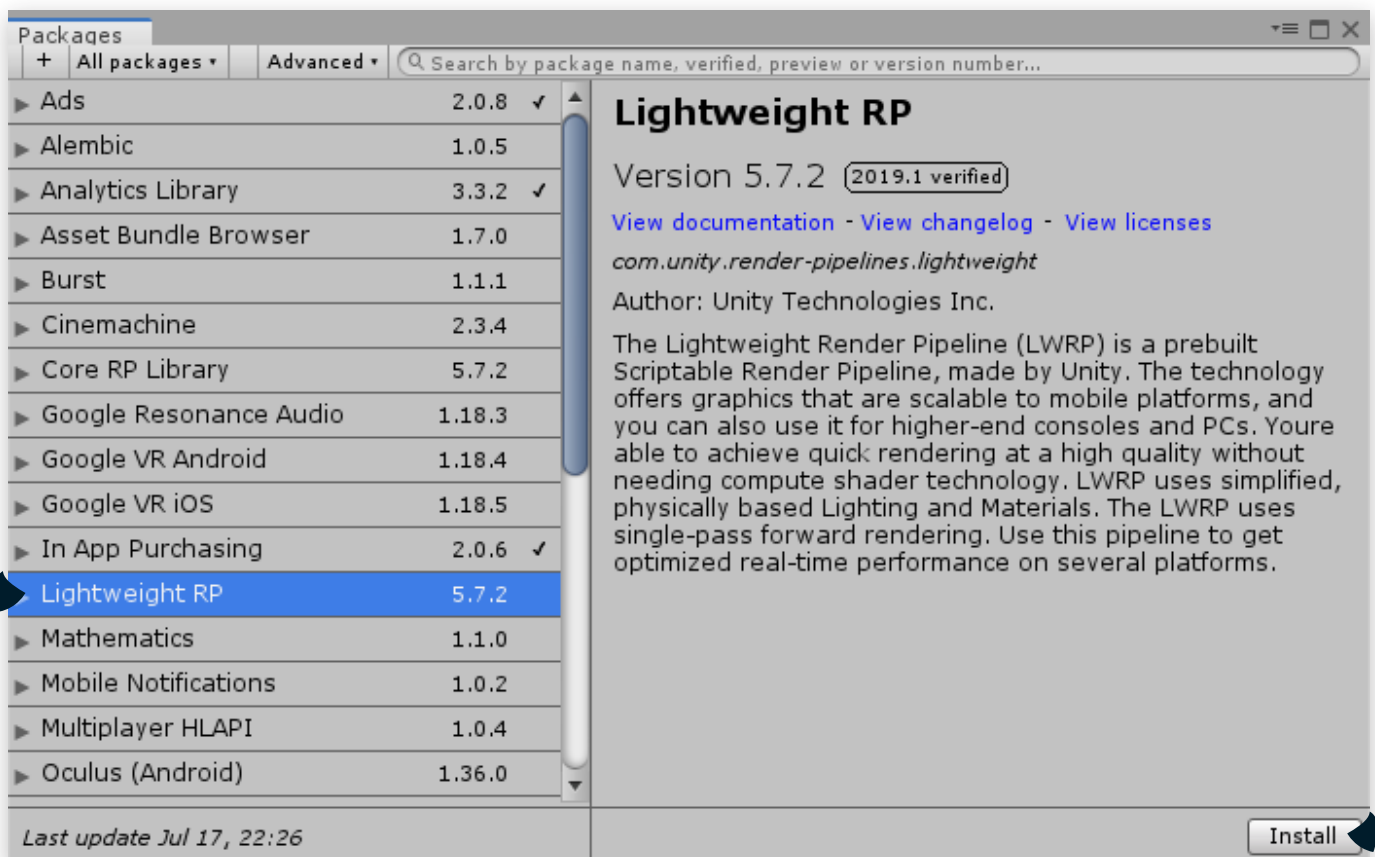


## How to set up your project for LWRP (option 2)

If you imported the “**STORY - Wildlands Props**” before you installed the LWRP please follow the steps below:

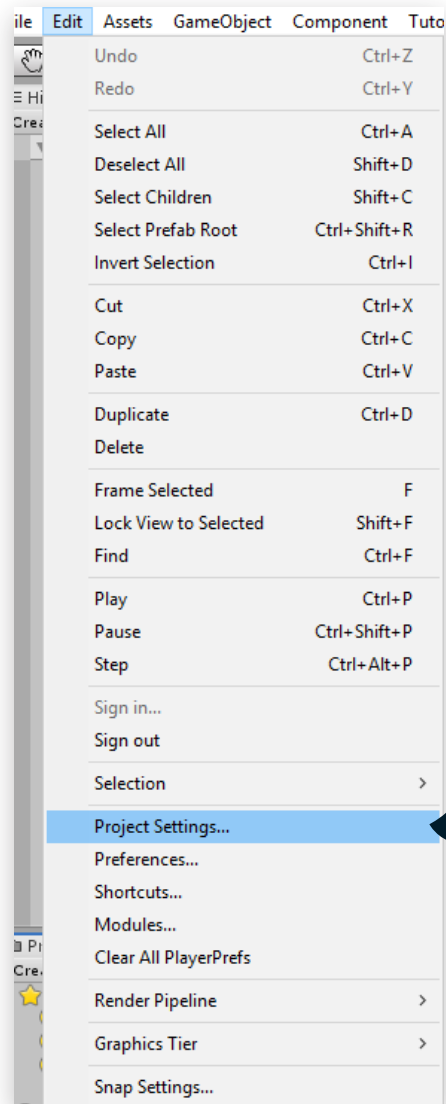


Step 1: go the Window > Package Manager.

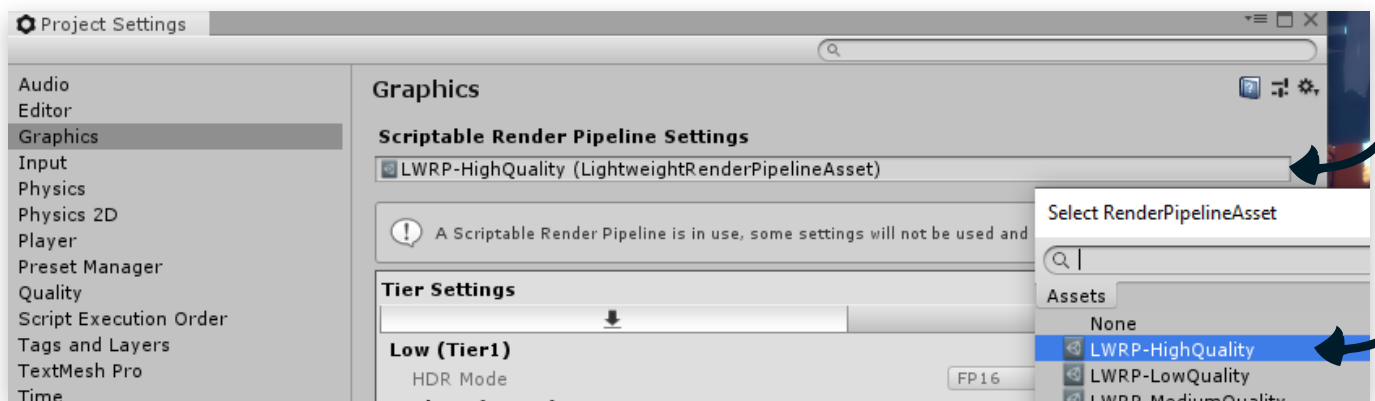


Step 2: Select “Lightweight RP” asset and click “Install”.





Step 3: After the package is loaded, go to **Edit > Project Settings...**

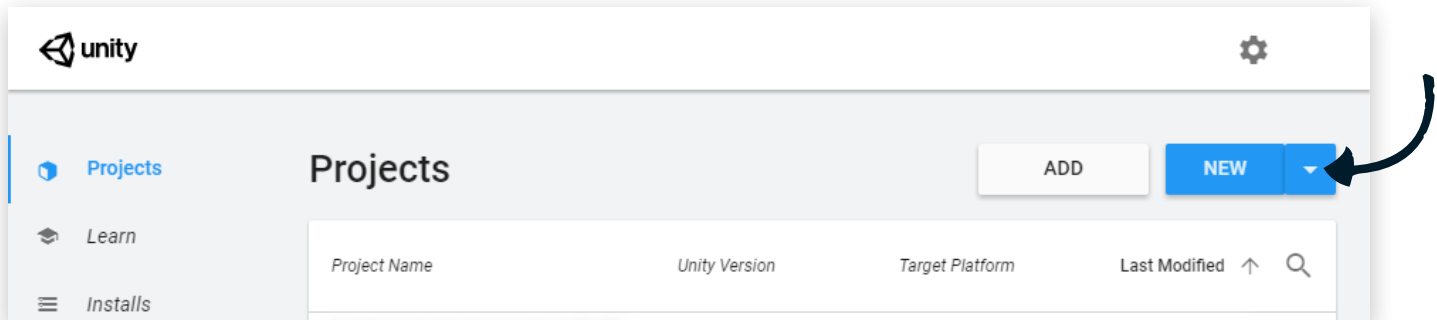


Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP-HighQuality**”. This is the asset we used for this project. The others are the presets Unity preinstalled with the Template.

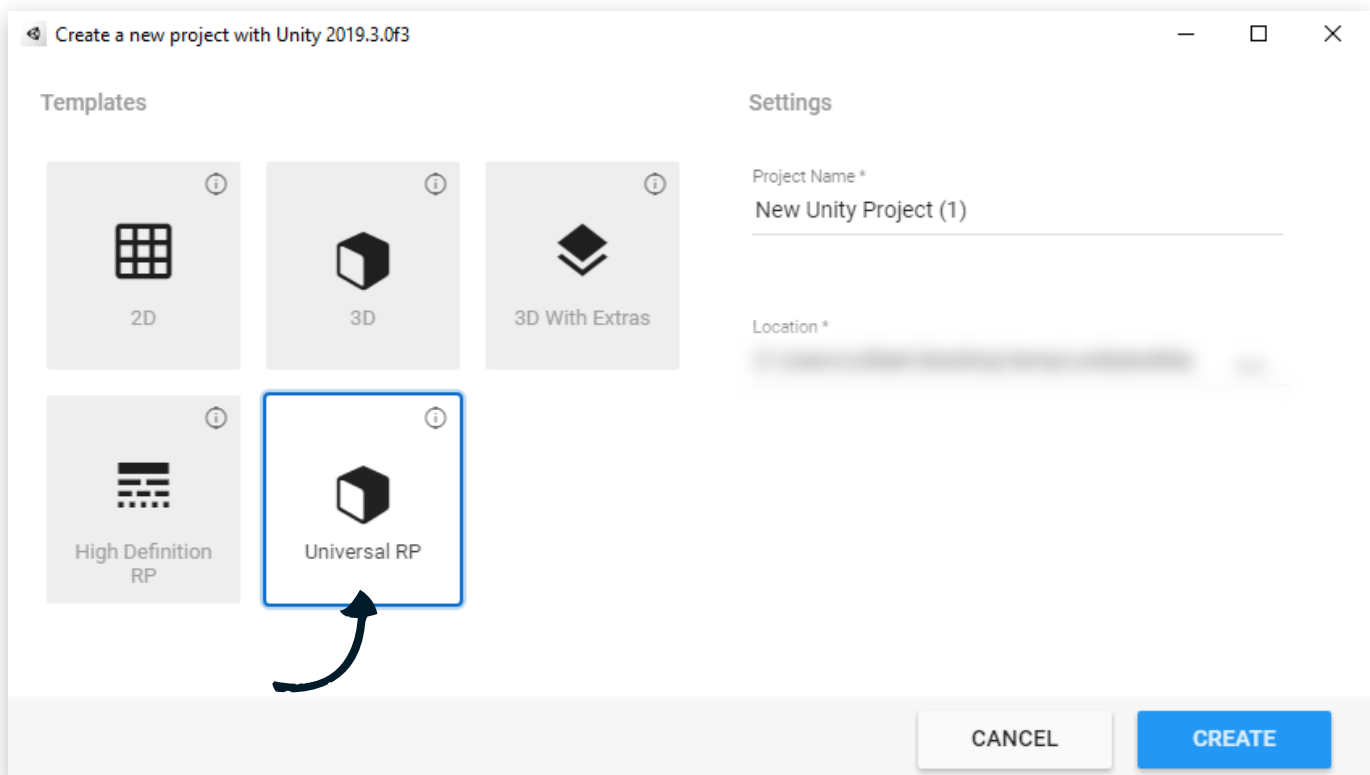


## How to set up your project for URP (option 1)

We recommend to create a **clean project** and install the **URP** via the **Package Manager** or via **Templates** and import our package to this project.  
To do so follow the steps below:



Step 1: Click **“NEW”** to create a new project (for **URP** pick **Unity 2019.3 or above**).

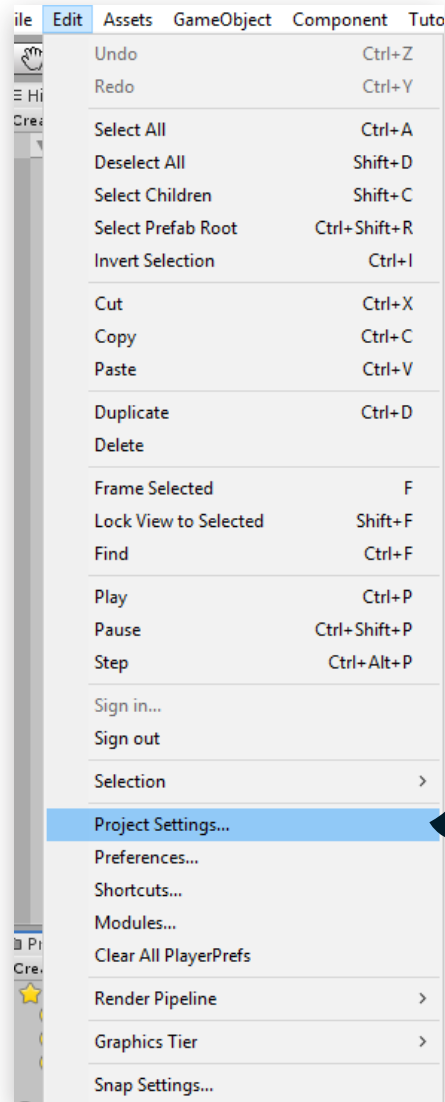


Step 2: In the **“Templates”** select **“Universal RP”**, this way everything you need for this package will be preinstalled.

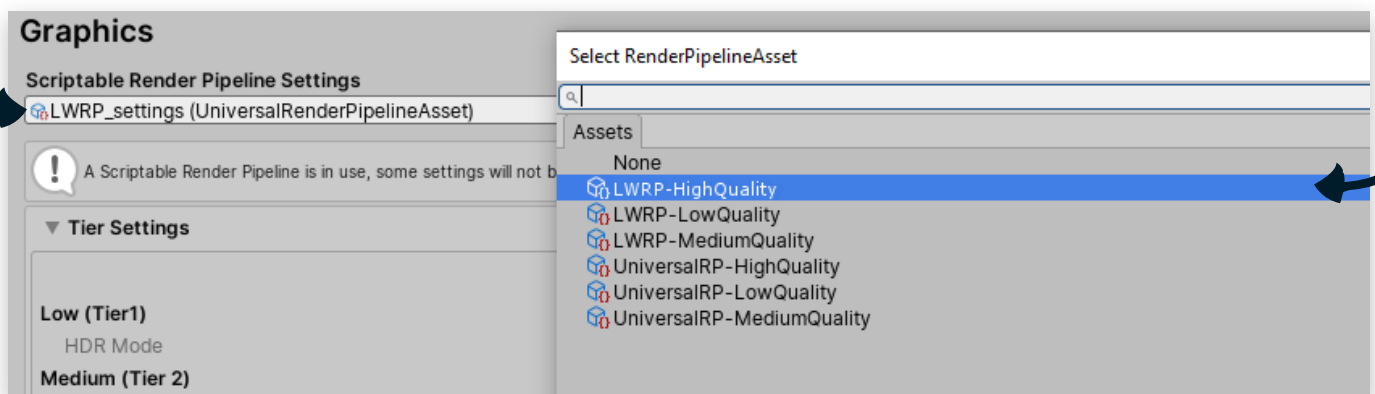


At this point you already can go to **\Story Wildlands Props\scenes** and select any of the scenes.

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Step 4: After the project is loaded, go to **Edit > Project Settings...**

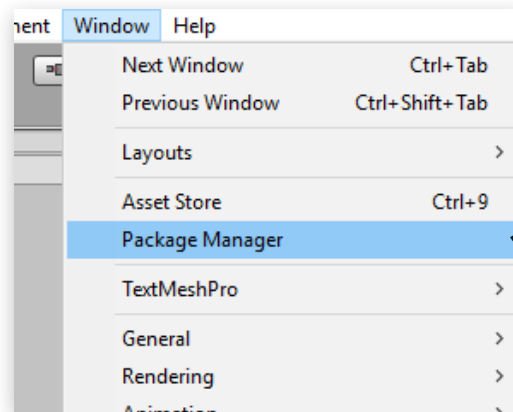


Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP\_HighQuality**”. This is the asset we used for this project. The other assets are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, the LWRP settings still work.

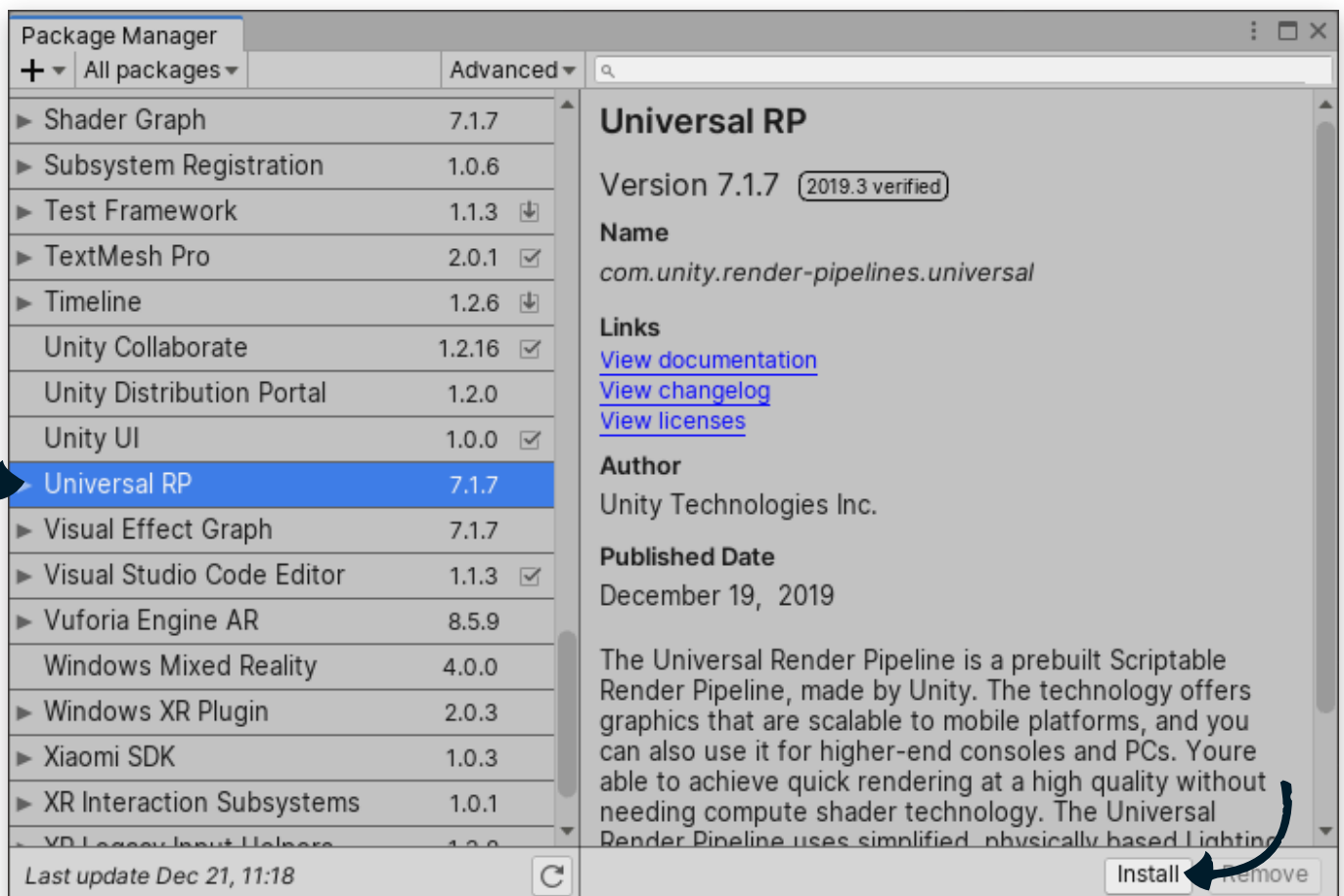


## How to set up your project for URP (option 2)

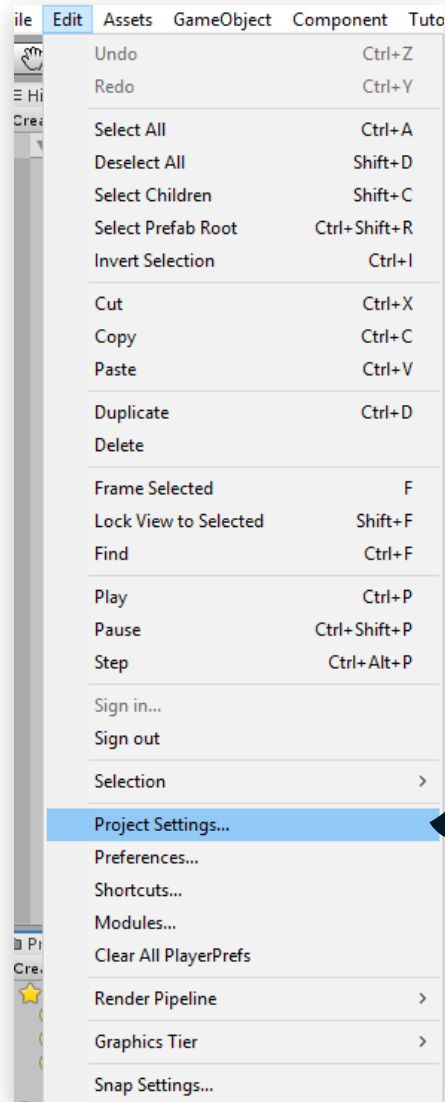
If you imported the “**STORY - Wildlands Props**” before you installed the URP please follow the steps below:



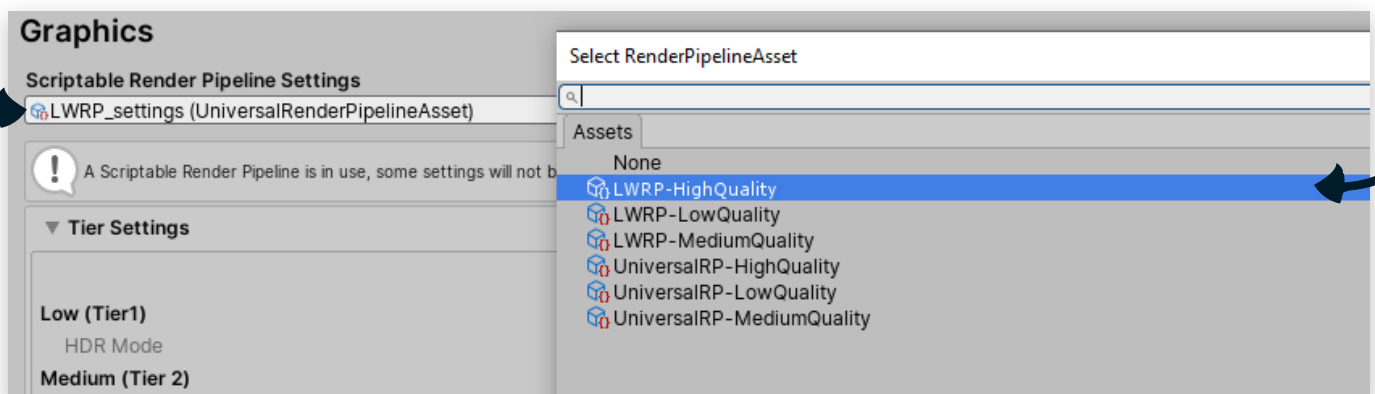
Step 1: go the Window > Package Manager.



Step 2: Select “Universal RP” asset and click “Install”.



Step 4: After the project is loaded, go to **Edit > Project Settings...**



Step 5: For the **Scriptable Render Pipeline Settings** select “**LWRP\_HighQuality**”. This is the asset we used for this project. The other assets are the presets Unity preinstalled with the Template. Since the Universal RP is a renamed LWRP from Unity side, the LWRP settings still work.





## Demo scenes

**Demoscene\_assets:** in this scene you will find all the assets within the package

## Settings for the Render Pipeline (LWRP or URP)

To quickly adjust any quality settings please find the assets inside the **Assets\Story Wildlands Props\Settings** folder.

## Post Processing

Inside the **\Assets\Settings** folder you will find **PPP\_** files for the demo scenes.



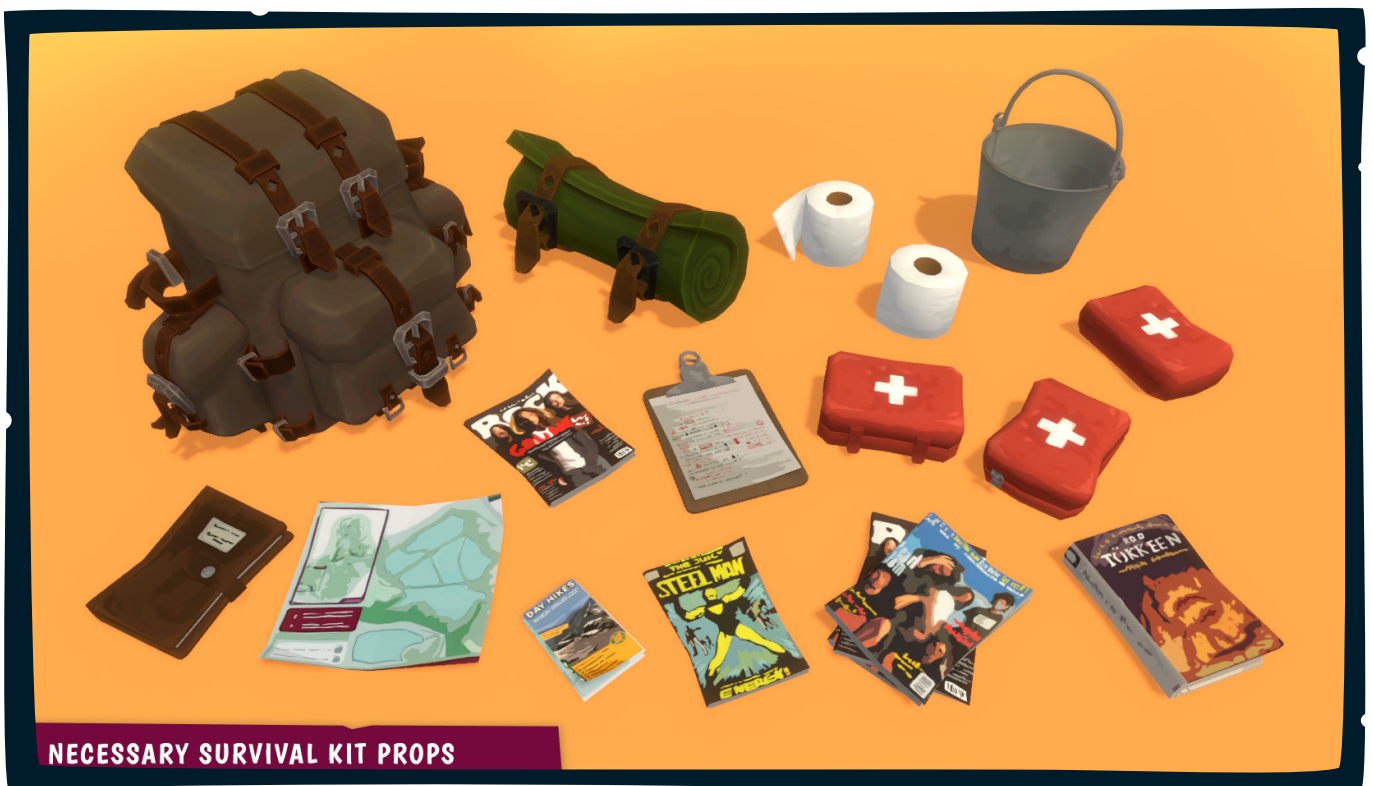
## Demoscene\_assets

In this scene you will find all the assets within this package.





**VARIOUS DECORATIVE PROPS**



**NECESSARY SURVIVAL KIT PROPS**







# Assets

## Meshes

### Lightmap UVs

The following prop assets have a custom Lightmap UV in the second channel:

- SM\_PROP\_birdhouse
- SM\_PROP\_campfire
- SM\_PROP\_infoboard\_01
- SM\_PROP\_infoboard\_02
- SM\_PROP\_sign\_01
- SM\_PROP\_sign\_02
- SM\_PROP\_fence\_01
- SM\_PROP\_fence\_02
- SM\_PROP\_fence\_03
- SM\_PROP\_laundryline
- SM\_PROP\_picnictable
- SM\_PROP\_tent

## Textures & Materials

You can find all the textures in the **\Assets\2d\textures** folder. The materials are in the **\Assets\materials** folder.

### FX

- M\_FX\_fire

Inside the **\Assets\prefabs\FX** folder you will find some particle effects to decorate your scenes. We added the following effects:



*Fire*

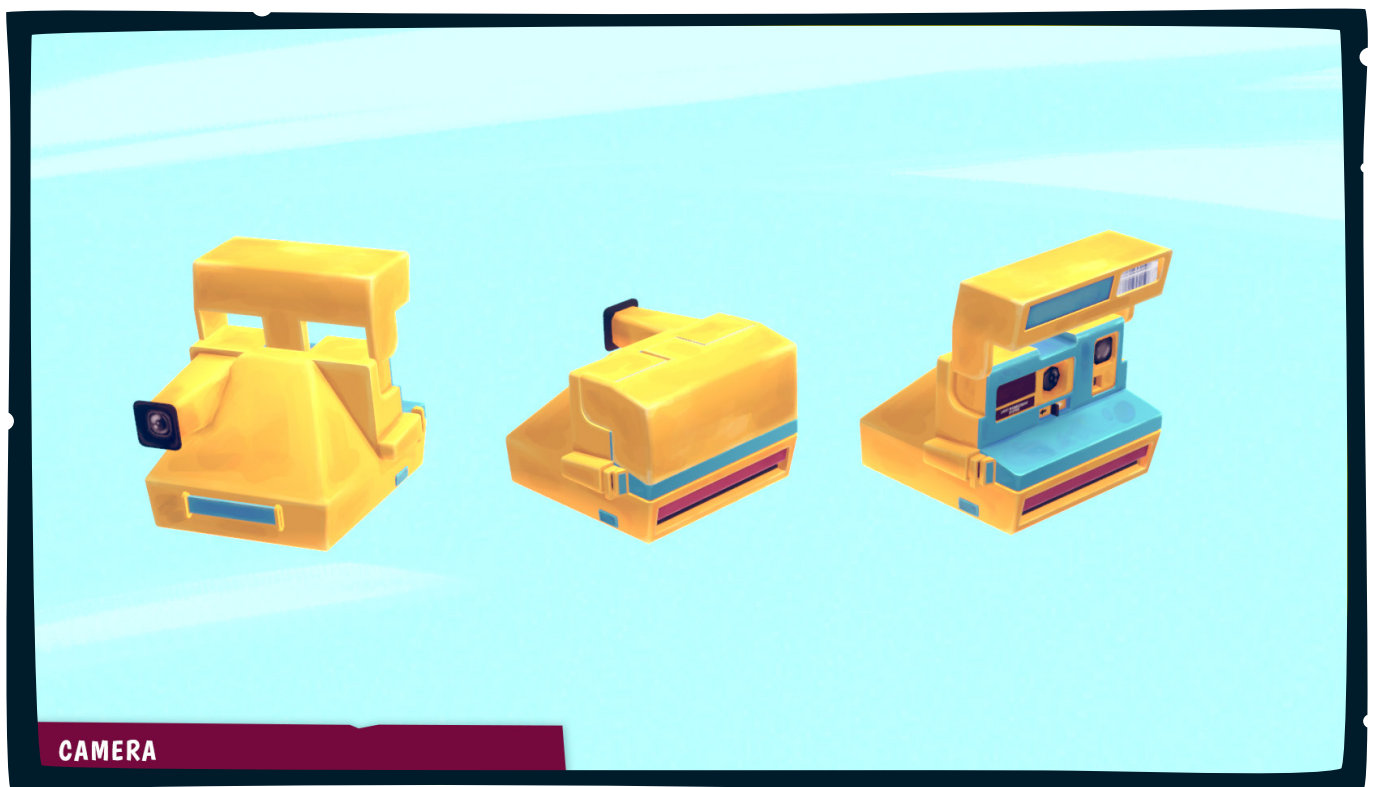
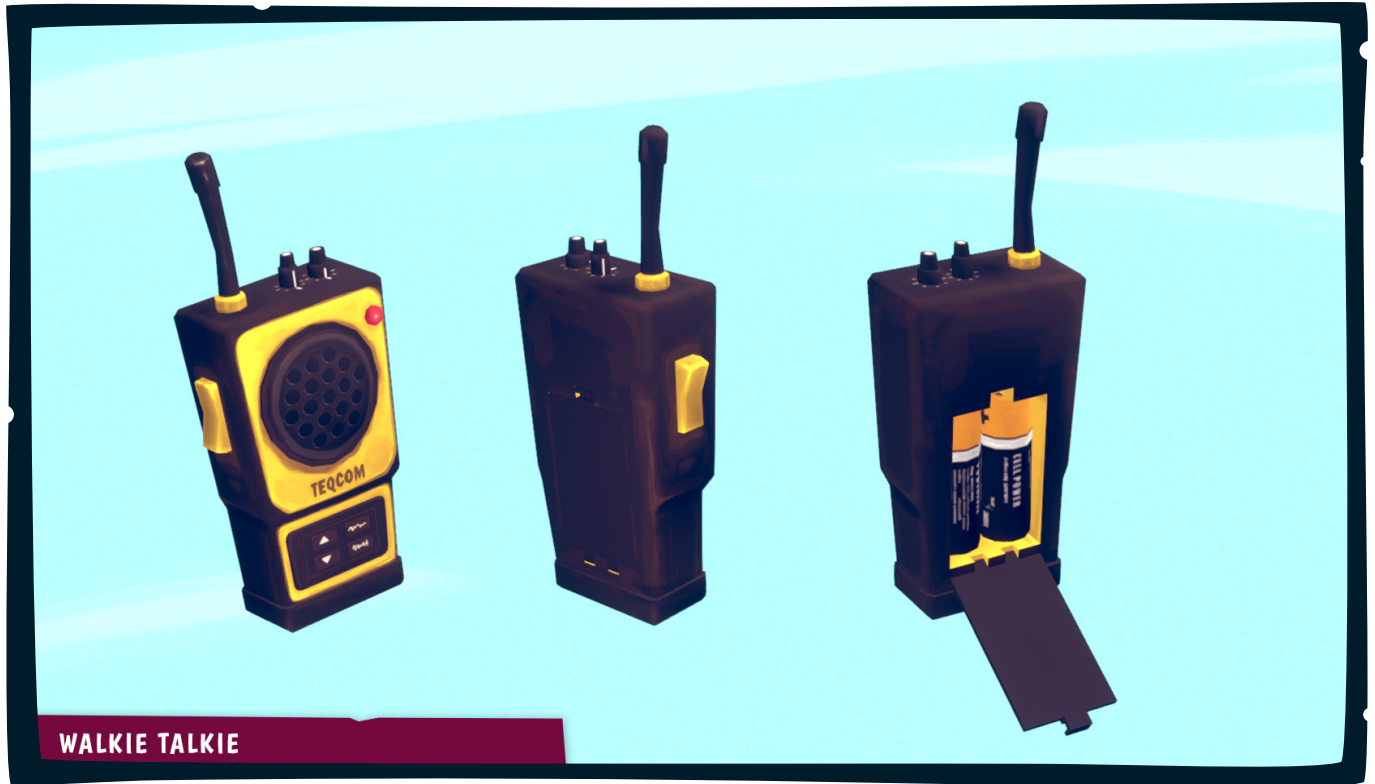
### Atlases - Props

- M\_PROP\_books
- M\_PROP\_campingchair
- M\_PROP\_campingfire
- M\_PROP\_food
- M\_PROP\_items\_small
- M\_PROP\_laundryline
- M\_PROP\_map
- M\_PROP\_metal
- M\_PROP\_metalsign
- M\_PROP\_tools
- M\_PROP\_woodplanks



# Customizing Assets

Some of the prop parts can be opened, moved, rotated, extended etc.



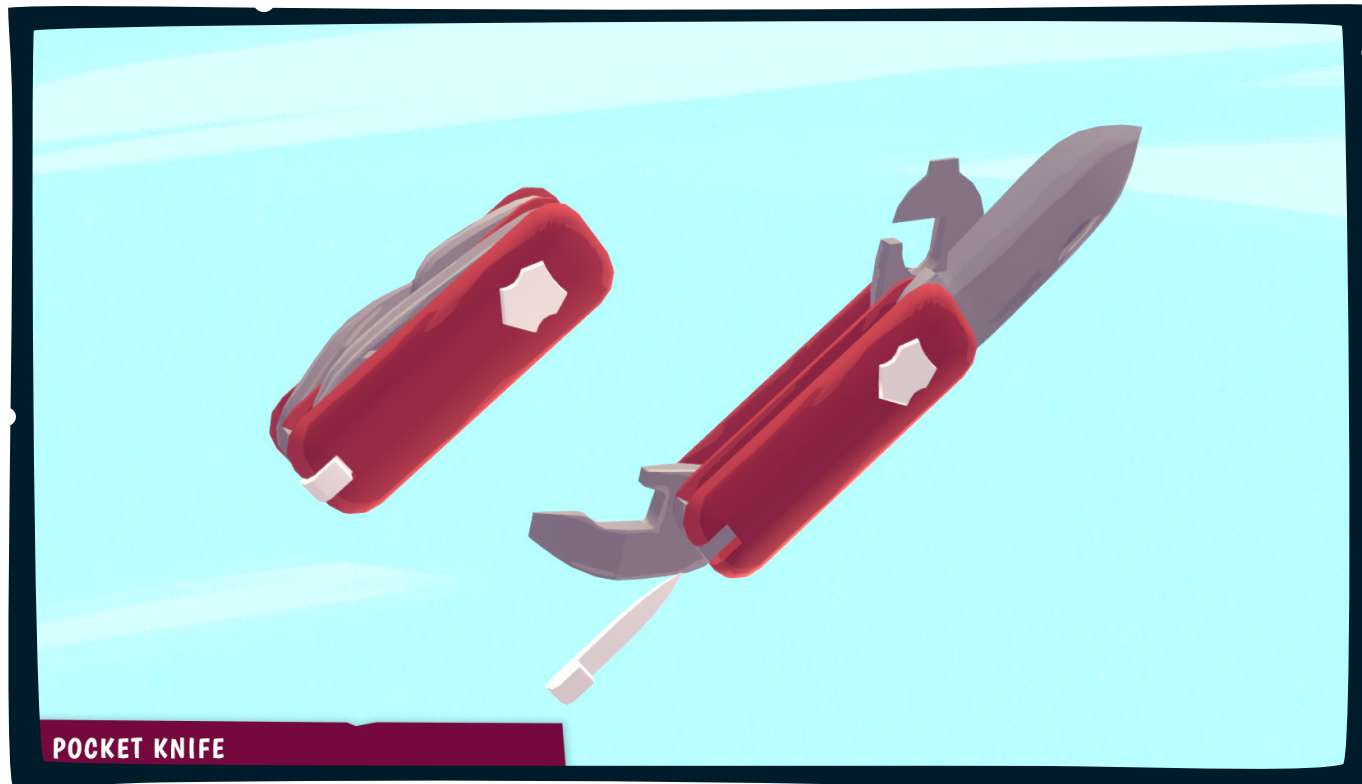
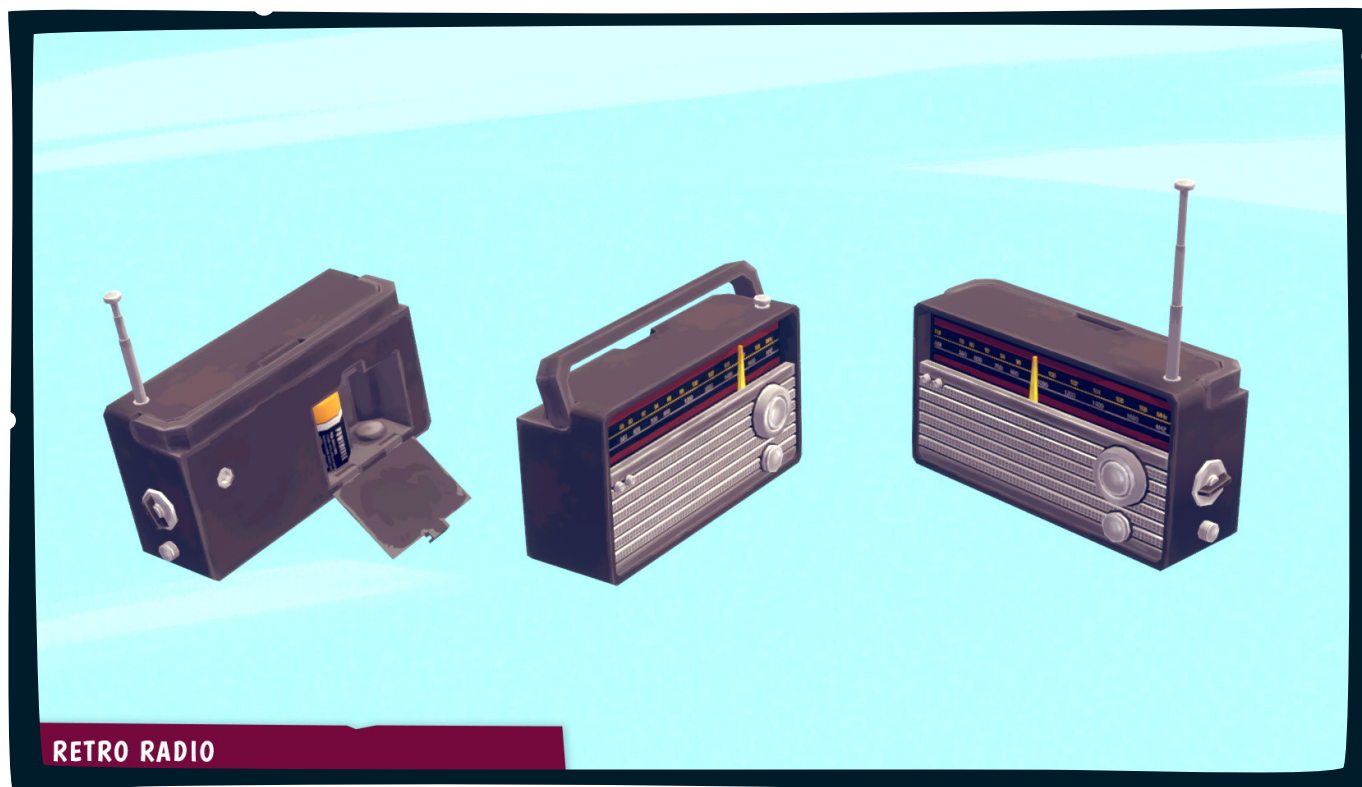




**CAMPING SHOVEL**



**DECORATE YOUR BACKPACK**





# Support

## FAQ

### **Will there be updates to the package?**

Yes. We plan to update all our packages as soon as there is a relevant update or if the community asks for adjustments.

### **Can you give support to users if something doesn't work?**

Yes, but first please read through this document and if you still need help with something related to this package, feel free to contact us.

### **Does the package only work with Lightweight Render Pipeline (LWRP)?**

Yes and no. The package is set up using LWRP and all the materials are LWRP. BUT you can always change the render pipeline, you will just have to adjust the materials, lighting etc. accordingly.

To do this - first go to the \Materials folder and change all the materials to something which works with your render pipeline (for example the “Standard” Unity Shader).

All the shaders made with Shader Graph will have to be changed.

Shader Graph is only compatible with with the Scriptable Render Pipelines (SRPs) namely the High Definition Render Pipeline (HDRP) and the Lightweight Render Pipeline (LWRP or URP from Unity 2019.3 on).

### **What's the deal with Universal Render Pipeline (URP)?**

With Unity 2019.3 the Lightweight Render Pipeline is renamed to Universal Render Pipeline. If you set up your project using LWRP you can change to URP and everything should work from the getgo - shaders, materials, lighting and the renderpipeline setting assets are compatible with URP.

### **A list of errors shows up in a shader.**

Try reimporting the shader (in project tab > right-click on the shader > Reimport).

If this doesn't work, open the Shader Graph by double-clicking on the shader. In the Shader Graph then click on “Save Asset” in the top left corner of the window.

If you are still having issues with the shader, please contact us.



## **I opened the project for the first time and everything is pink. When I select a material, the shader says "Hidden/InternalErrorShader"**

This is the case when your project is not set up for Lightweight Render Pipeline (LWRP) or Universal Render Pipeline (URP). Starting on page 4 you will find all the steps needed to properly set up your project.

## **I opened the project for the first time and in the Console I get the error "A tree couldn't be loaded because the prefab is missing"**

This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with our the package. Simply press "Clear" in the "Console" tab and it won't appear again.

## **I imported the package but some assets still appear pink in the scene...**

It is possible that if you open any of the scenes, that some assets still appear pink. If that is the case do the following:

- In the Hierarchy window select "Terrain"
- In the "Paint Details" tab double click on any asset
- Click on the circle next to the asset which was added in the "Detail" panel
- Readd the same asset and the scene should look normal again

## **I imported the package but some assets still appear pink in the Project window...**

If you see any pink assets inside the **Project** window or inside the "**Terrain**"-object in any of the scenes simply select the said Prefabs (inside the prefabs folder) or the Meshes (inside the 3d folder) > **right click** > **Reimport** and it should fix it.

## **I imported the package but the assets using your custom Shader Graph shaders have errors and show up pink in the scene...**

We are aware of an error which says the following: *Shader error in 'Shader Graphs/shader name': syntax error: unexpected integer constant at line...*

Saidly we could not reproduce it but we very closely follow possible solutions for it.

If you encounter this error please send us the following information:

- Operating system (also tell us if you are up to date with all the updates)
- Your Graphics card (also here please tell us if you are up to date with the drivers)
- Unity version
- Render pipeline type and version (for example LWRP 6.9.0)



## Contact & Support

Visit our page for updates and more packages in the future:  
**<https://tidalflask.com/>**

Contact us if you didn't find an answer to your questions:  
**[info@tidalflask.com](mailto:info@tidalflask.com)**

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