



Add digital and analog glitches to increase the realism of your games with '**Glitches**'. Consult the [online documentation](#) to access a more updated and complete version of this help.

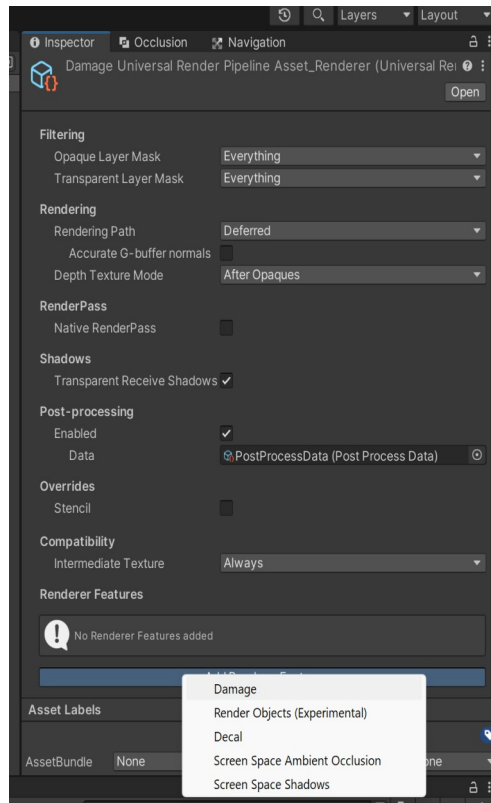
Requirements

All '**Artistic**' effects are developed for '[Universal Render Pipeline](#)' (or URP)', which means they will **not work** with Built-In, or HDRP.

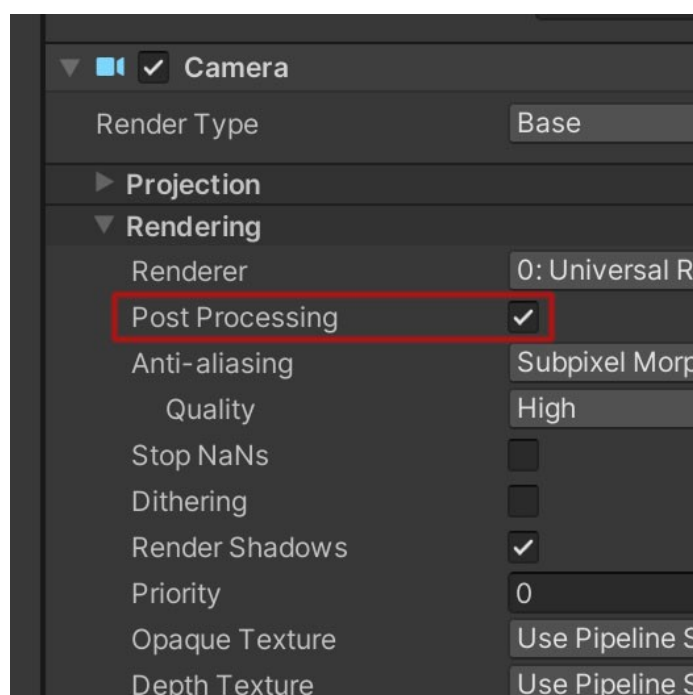
You will need to have URP version 12.1 or higher installed. If you don't know how to do it, I recommend you to follow this [official tutorial](#).

Using them in the Editor

Once installed, you have to add the effect you want to use from '**Glitches**' as a '[Render Feature](#)'. This [official tutorial](#) tells how to do it.



Remember that the camera you are using must have the '*Post Processing*' option enabled.



Using them in code

You can also handle '**Glitches**' effects by code. The first thing you will have to do is to add the namespace of the effect you want to use.

They are all of the style 'FronkonGames.Glitches.XXXX', where XXXX is the name of the effect. For example, if the effect you want to use '**ColorBlindness**' the code would be:

```
using FronkonGames.Glitches.ColorBlindness;
```

And with this code you could check if the effect is added, and if it is not, add it.

```
if (ColorBlindness .IsInRenderFeatures() == false)  
    ColorBlindness.AddRenderFeature();
```

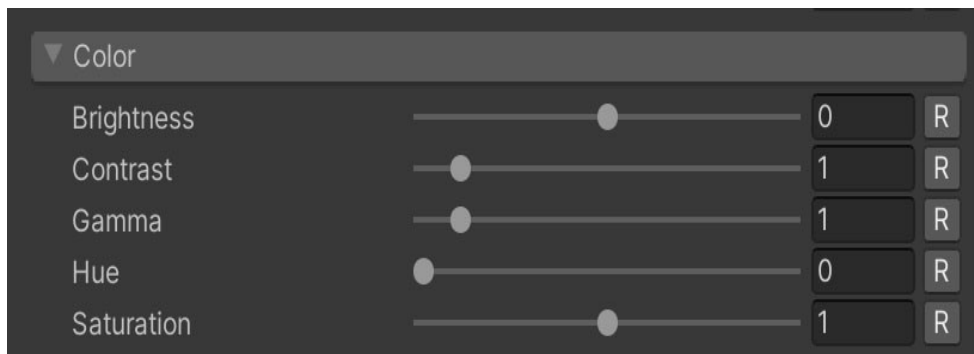
To modify any of the effect parameters, you must first request its **settings**. In the following example we change the intensity of the effect by half.

```
OneBit.Settings settings = ColorBlindness.GetSettings();  
  
settings.intensity = 0.5f;
```

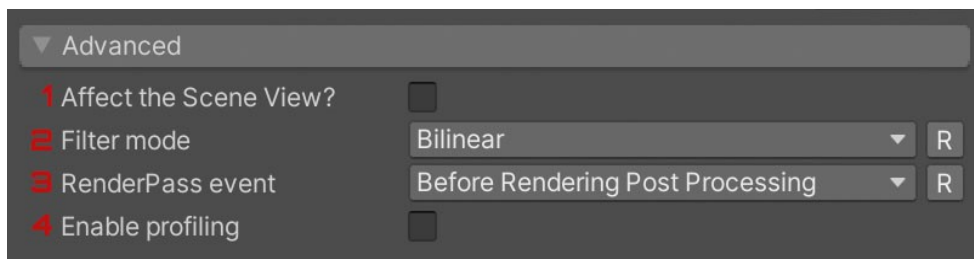
If you are using an effect other than '**ColorBlindness**' just change it to its name. Check the source code comments for more information.

Misc

All '**Glitches**' effects have a panel, '**Color**', in which you can modify the final color of the effect.



They also have an '**Advanced**' panel with these options:



Activate '**Affect the Scene View?**' (1) if you want the effect to be applied also in the '*Scene*' window of the Editor. With '**Filter mode**' (2) you can change the type of filter used.

Although it is not recommended to change it, with '**RenderPass event**' (3) you can modify at which point in the render pipeline the effect is applied. Finally, activate '**Enable profiling**' (4) to show in the '*Profiling*' window the metrics of the effect.

Support

Consult the [online documentation](#) to access a more updated and complete version of this help.

Do you have any problem or any suggestions? Click on "**support**" or send me an email to fronkongames@gmail.com and I'll be happy to help you.

Remember that if you want to inform me of an error, it would help me if you sent to me the [log file](#).

Thanks for your interest in my asset!