

Switching render pipelines

Due to the fact that this set of models can be displayed in two Render Pipeline modes, we need to explain to you how to configure the display of models in both of them.

If you already know about the Render Pipeline settings and already use some in your project, then everything you need to know about our package is contained in the following 2 paragraphs:

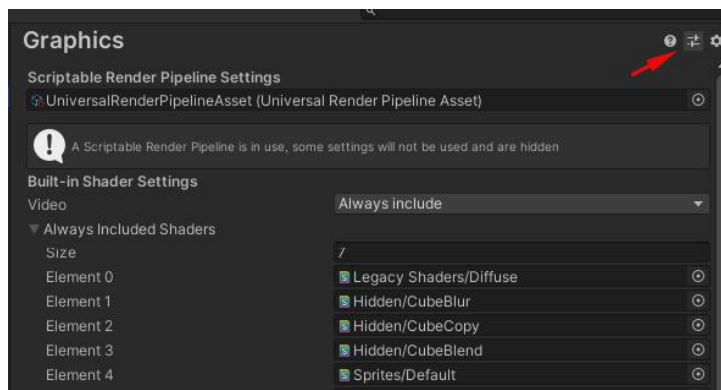
1. All models can be used in both Built-in RP and Universal RP with the exception of the model with the word Boiler in its name. We have already set up prefabs for each of the modes separately. For Built-in RP, just use Boiler_BRP. And for Universal RP, use the Boiler_URP prefab.
2. There are two prefabs in our package that use particle and shader animation. This is Boiler_BRP/Boiler_URP and Candles. The Candles animation works the same in both modes. Boiler_URP animation does not work in the Boiler_BRP prefab due to the features of Built-in RP. That's why you don't see the animation in Boiler_BRP, since this is part of our idea. Because first of all this package is aimed at Universal RP.

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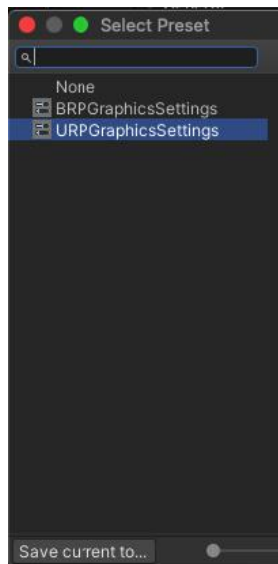
1. [How to setup models for using Universal Render Pipeline mode.](#)
2. [How to setup models for using Built-in Render Pipeline mode.](#)
3. [Official documentation.](#)

How to setup models for using Universal Render Pipeline mode.

1. Open the Graphics Settings window by navigating to Edit > Project Settings > Graphics.
2. In our package folder, locate the GraphicsSettings folder and find file named as UniversalRenderPipelineAsset.
3. Drag this file on to the Scriptable Render Pipeline Setting field. This defines the default render pipeline, which Unity uses when there is no override for a given quality level.
4. Find and click this icon:



5. In appeared window pick a settings preset file named URPGraphicsSettings:



6. Go to Edit > Project Settings > Quality.

7. Find and click this icon:



8. In appeared window pick a settings preset file named URPQualitySettings:



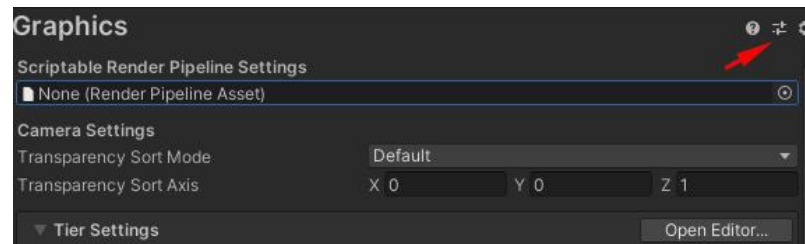
Please note that in this mode, the Boiler_BRP prefab will be displayed incorrectly. It is recommended to use the Boiler_URP prefab instead.

Also note that URP optimized scene where you can find best demonstration view of this package named as DemoSceneURP.

Sometimes, after switching the RP mode, the materials on the models do not immediately change their display and may be displayed as a pink spot for some time. Please don't panic. This passes either on its own after a short time, or after the scene is saved.

How to setup models for using Built-in Render Pipeline mode.

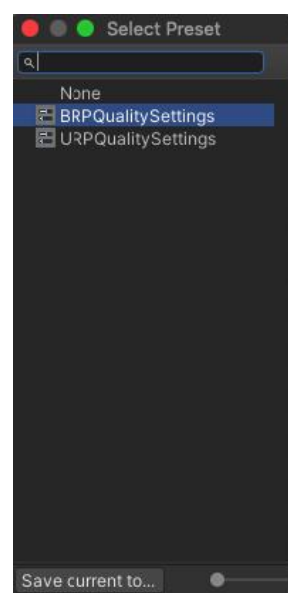
1. Open the Graphics Settings window by navigating to Edit > Project Settings > Graphics.
2. Set the Scriptable Render Pipeline Setting field to None.
3. Find and click this icon:



4. In appeared window pick a settings preset file named BRPGraphicsSettings:
5. Go to Edit > Project Settings > Quality.
6. Find and click this icon:



7. In appeared window pick a settings preset file named URPQualitySettings:



Please note that in this mode, the Boiler_URP prefab will be displayed incorrectly. It is recommended to use the Boiler_BRP prefab instead.

Also note that URP optimized scene where you can find best demonstration view of this package named as DemoSceneBRP.

Sometimes, after switching the RP mode, the materials on the models do not immediately change their display and may be displayed as a pink spot for some time. Please don't panic. This passes either on its own after a short time, or after the scene is saved.

Extra

For more information about switching RP please visit the official documentation that you can find following this link:

<https://docs.unity3d.com/2021.1/Documentation/Manual/srp-setting-render-pipeline-as-set.html>