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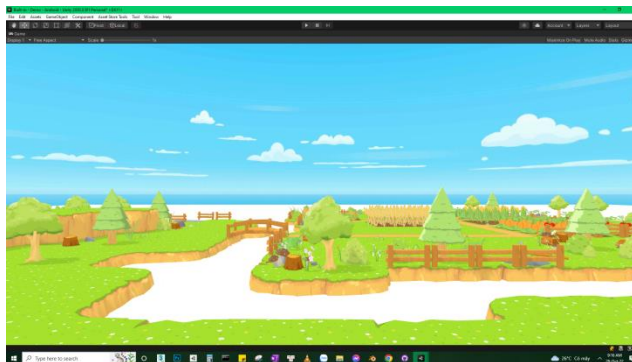
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[TileEdge Script](#) : Replace or random tile edge mesh

Water issue and how to solve it?

1. Water turns white after switching to [mobile](#) platform.

Add the [CameraDepthTextureMode](#) script to the camera.



2. URP does not display water foam: Activate the **Depth Texture** in URP Setting.

