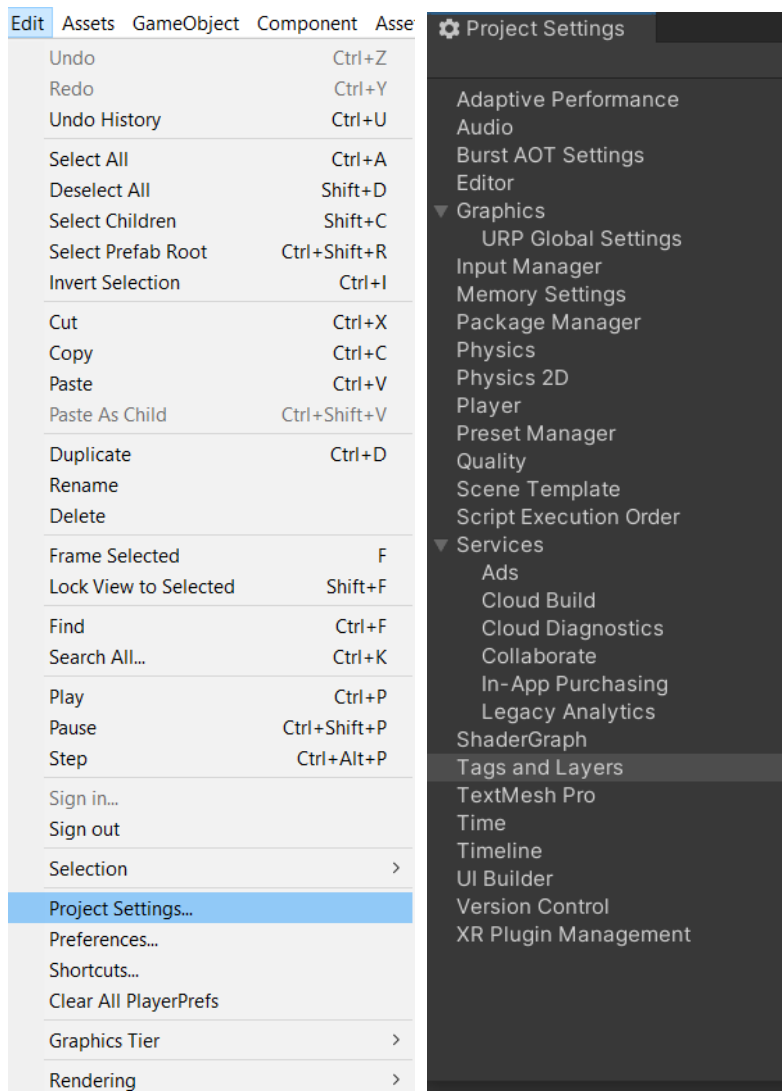**Hello, thank you for purchasing my Asset!**

For correct work it is necessary:
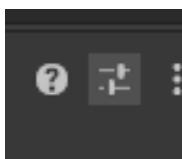
- *Use Unity 2021.2.19f1 or higher*
- *Create project 2D URP*
- *Install Cinemachine package*
- *Apply Preset "TagManager"*

To make the layers in the scene work properly you need to apply Preset named "TagManager".
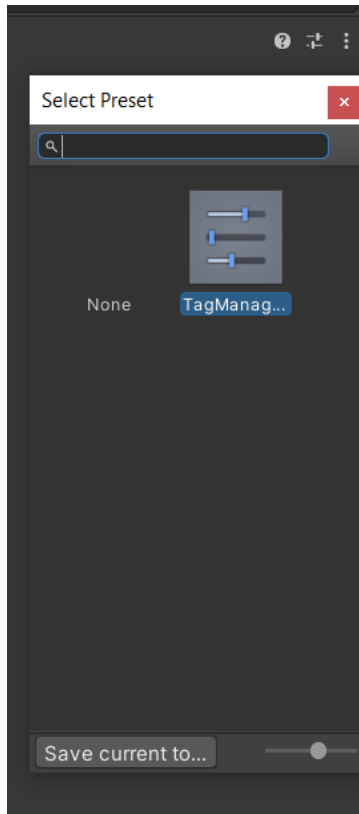**1)** To apply a Preset click Edit > Project Settings > Tags and Layers

2) click the Preset selector (the slider icon)

3) In the Select Preset window, search for and select the Preset to apply

4) Close the Select Preset window
5) Done! Launch the project.