



Documentation & Quick Start



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.
Feel free to give us feedback via E-Mail info@tidalflask.com
or our social media!*

*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

Importing to Built-in RP project

After importing the Standard version into your Unity project 2019.4.30 & above, which doesn't use any of the Scriptable render pipeline packages (LWRP/URP/HDRP), it should just work™.

If you see any warnings in the Console window, try the Clear button and/or relaunch Unity. If the warnings don't disappear consult the FAQ or drop us an e-mail.

If you see any pink assets inside the Project window or in the scenes, simply select said asset -> right click -> Reimport and it should fix it. If you still encounter pink shaders, please make sure you have the correct pack version installed and that you are using a Unity version that is compatible with the pack.

Make sure you have Post Processing installed from Unity's Package Manager. If you install it after you imported the pack, reload the demoscene to get rid of possible errors.

Importing to URP project

Additionally to the built-in RP version, this pack also includes a version which works with the Universal Render Pipeline. If you want to find out exactly what it can and can't do please visit this page:

<https://docs.unity3d.com/Manual/render-pipelines.html>

Since Unity 2019.3 the LWRP is renamed to Universal Render Pipeline (URP). Make sure you are importing the URP version of our package if you are using URP and Unity version 2019.4.30 or above.

On the following pages you will find detailed steps on how to import the package.

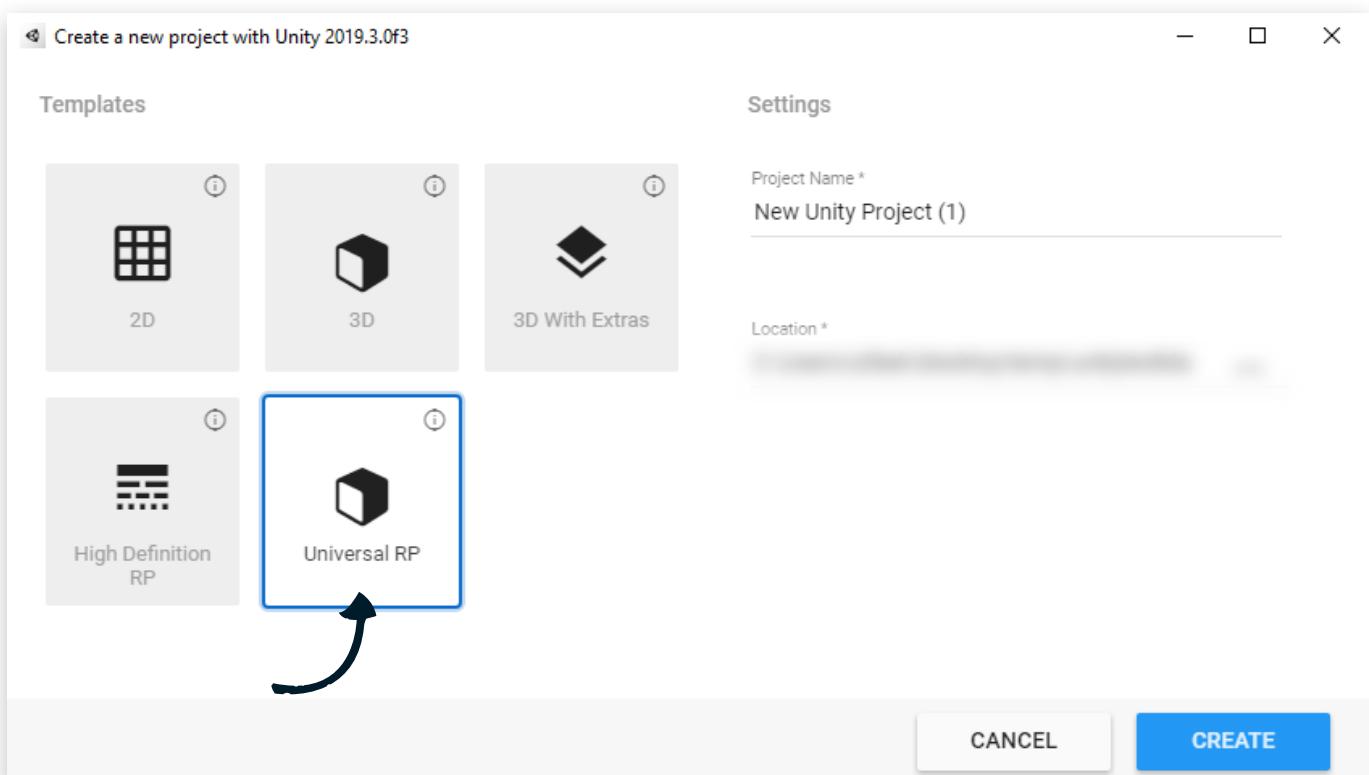


How to set up your project for URP (option 1)

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 2019.4.30 or above).



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



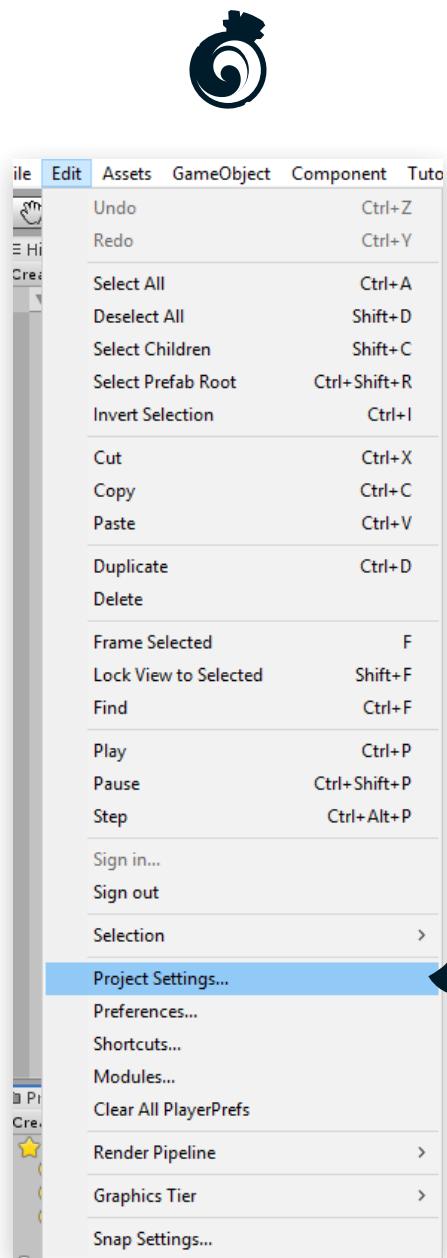
Step 3: Download the pack from the Asset Store and install the URP version.
At this point you already can go to the scenes folder and select any of the scenes.

If you see any errors in the “Console”, try the “Clear” button. If the errors don’t disappear consult the FAQ or drop us an e-mail.

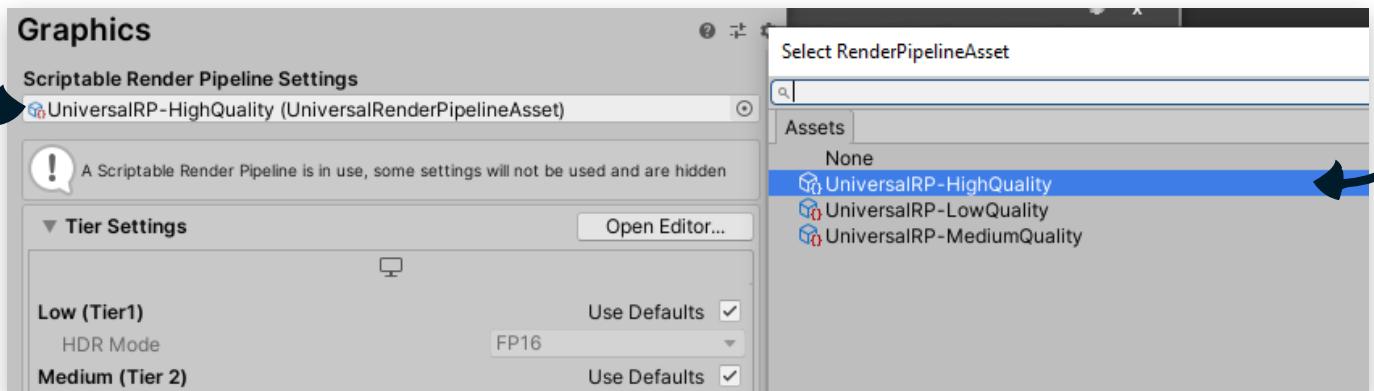
Note: If the error message “*a tree couldn’t be loaded because a prefab is missing*” pops up in the console tab, simply press “Clear” in the “Console” tab and it won’t appear again. This is a known Unity bug (importing a package that has terrain and trees in it) and has nothing to do with the package.

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.

If you still encounter pink shaders, please make sure you have the correct pack version installed, depending on the render pipeline you are using.



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

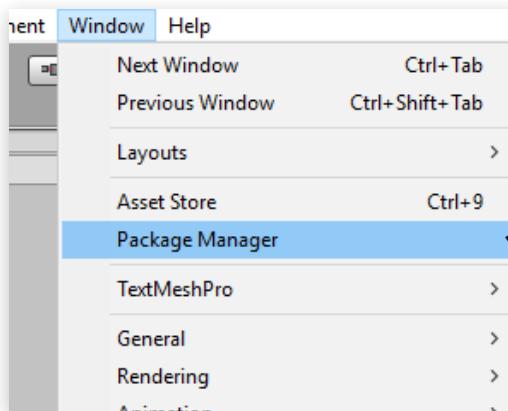


Step 5: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.

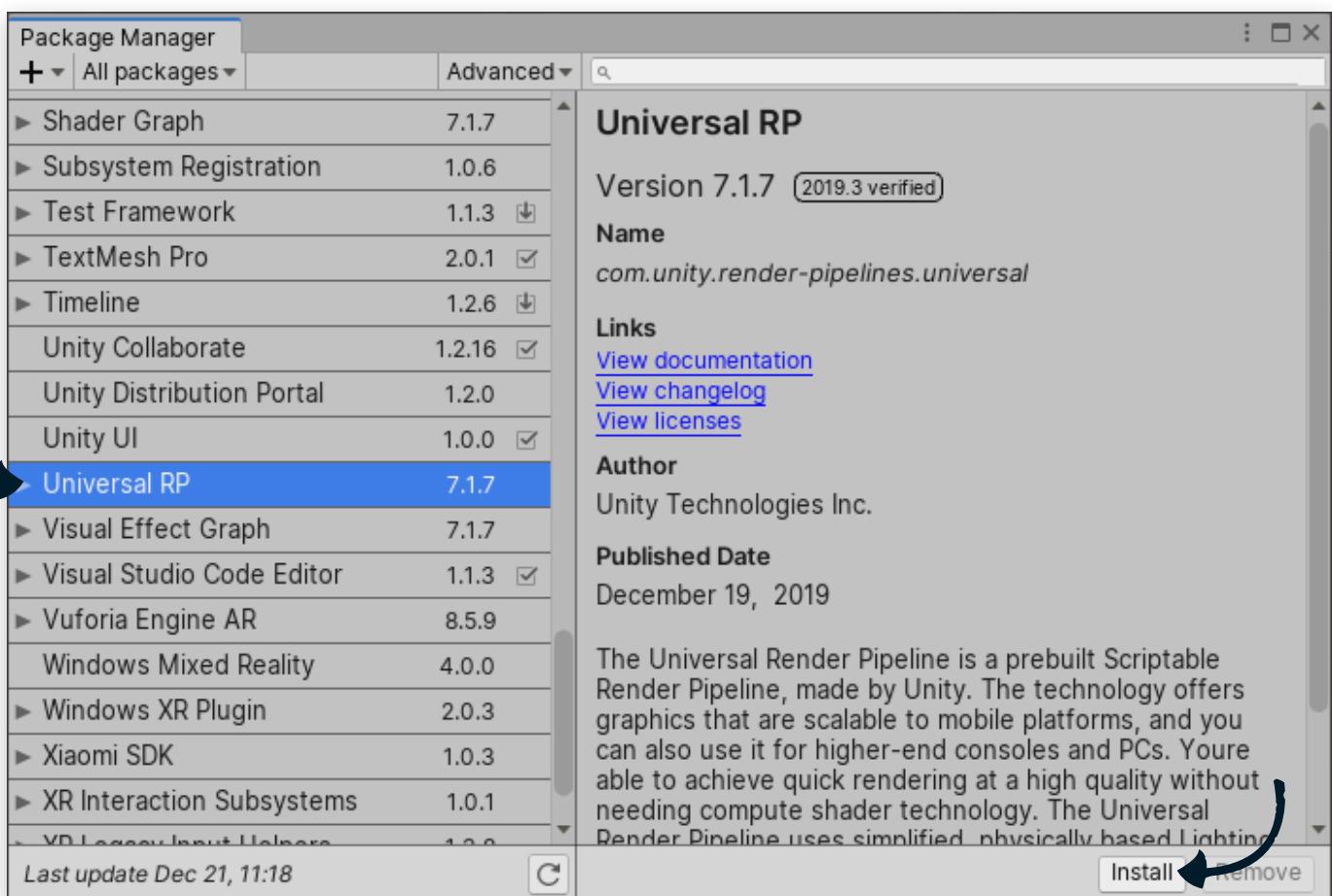


How to set up your project for URP (option 2)

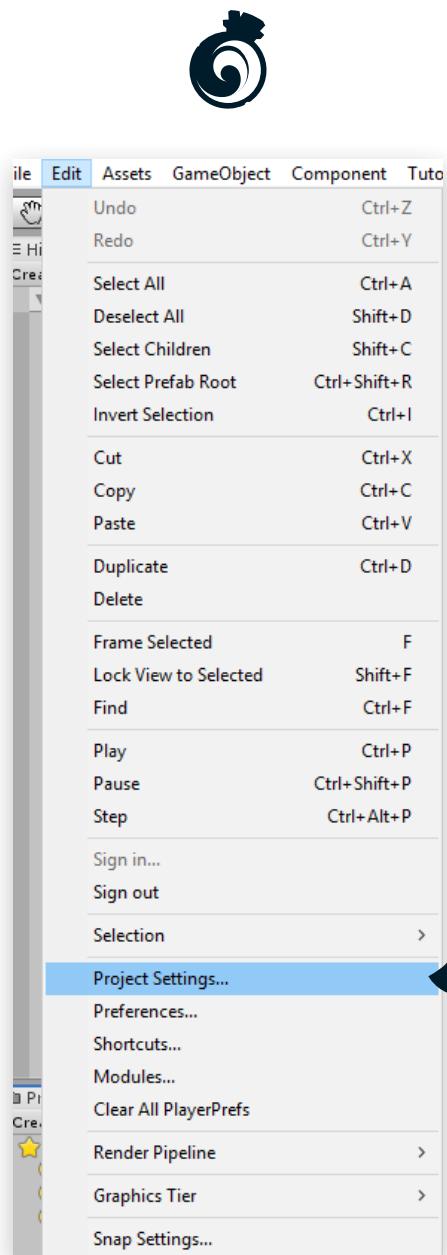
If you imported the pack before you installed the URP please follow the steps below:



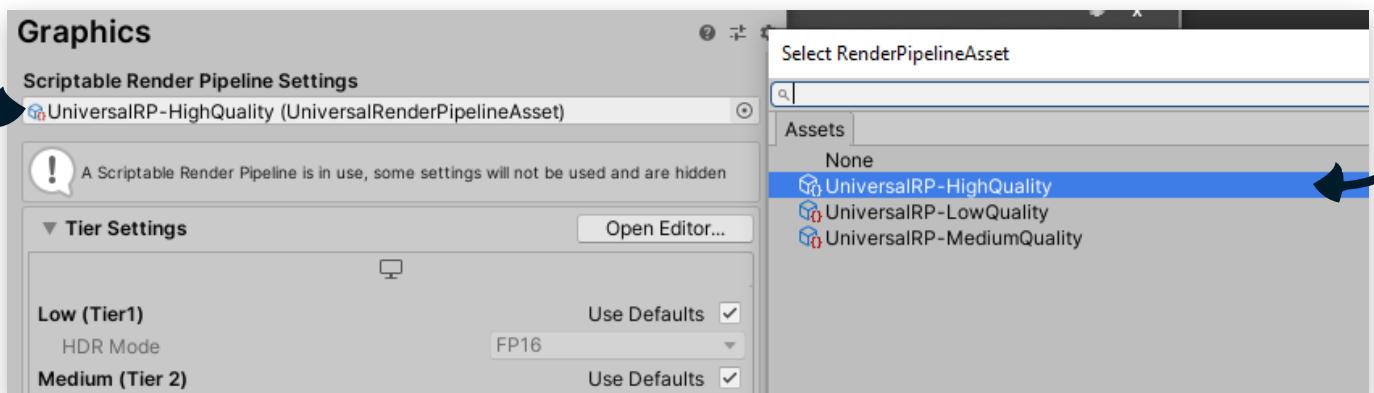
Step 1: go the Window > Package Manager.



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



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



Step 4: For the Scriptable Render Pipeline Settings select “UniversalRP_HighQuality”. These are the presets Unity preinstalled with the Template.





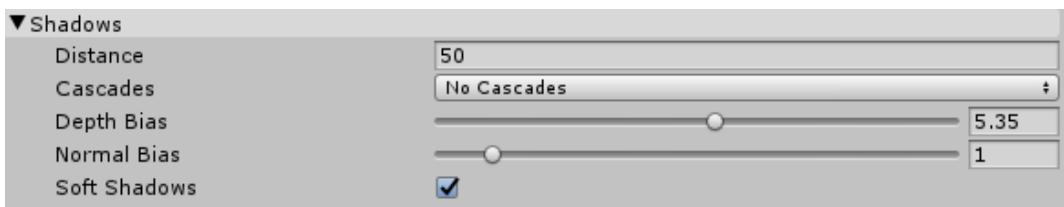
Demo scenes

Demoscene_battle_level: Scene from the trailer and screenshots

Demoscene_battles_assets: in this scene you will find all the assets within the package

Quality settings for URP

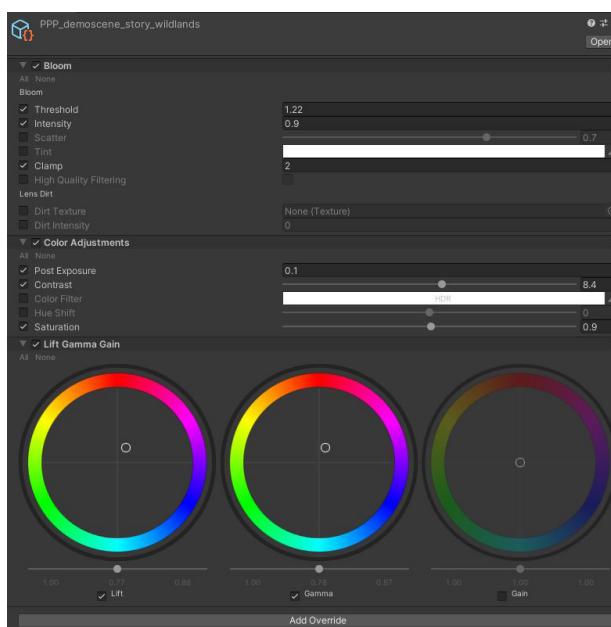
To quickly adjust any quality settings for URP please find the UniversalRP-HighQuality asset inside the \Assets\Settings folder.



Example settings for shadows in the render pipeline asset.

Post Processing

Inside the \Fantastic Battle Pack\Settings folder you will find a Post Processing file for the demo scene. There you can adjust the postprocessing to your liking.



The post processing settings.



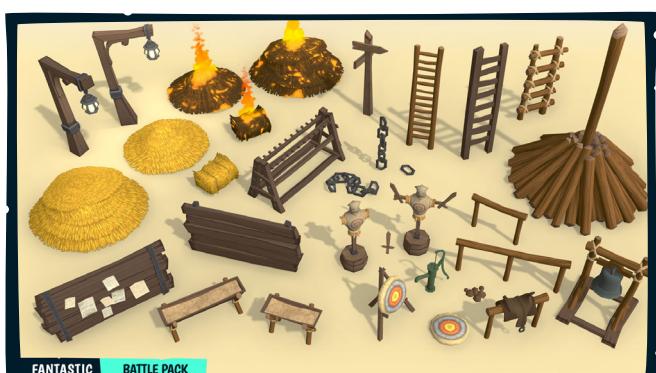
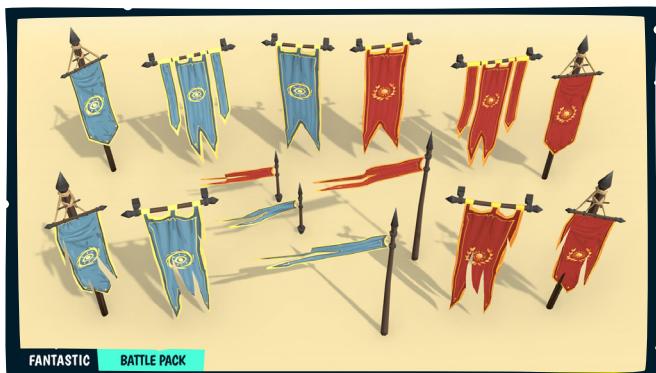
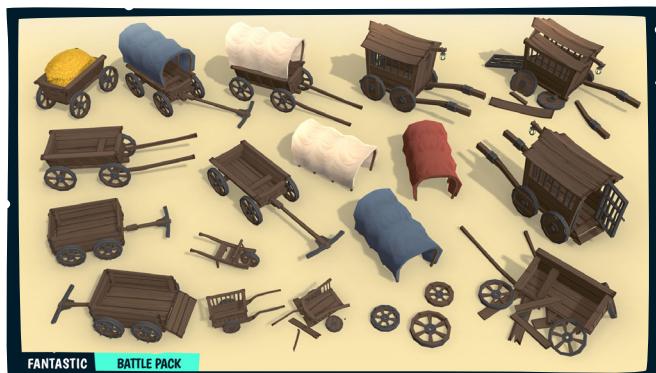
Demoscene_battle_level

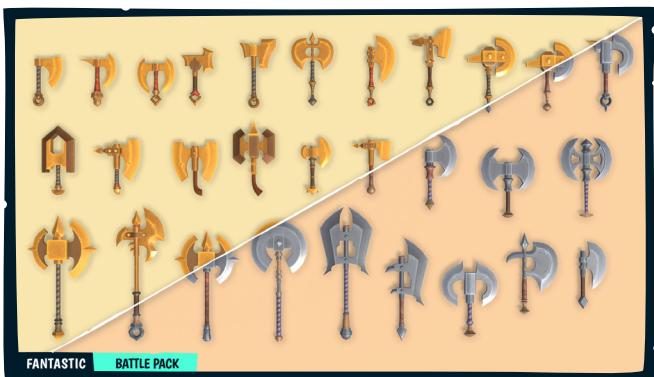
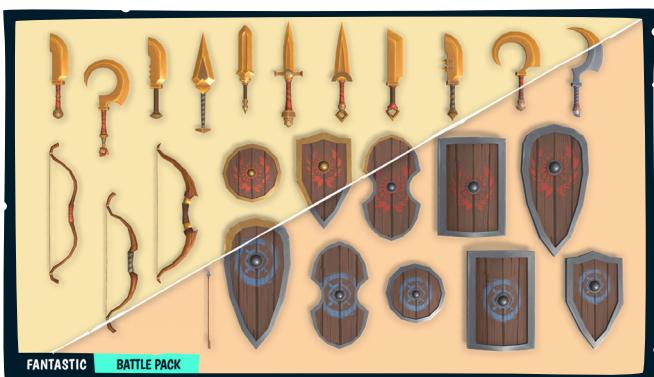
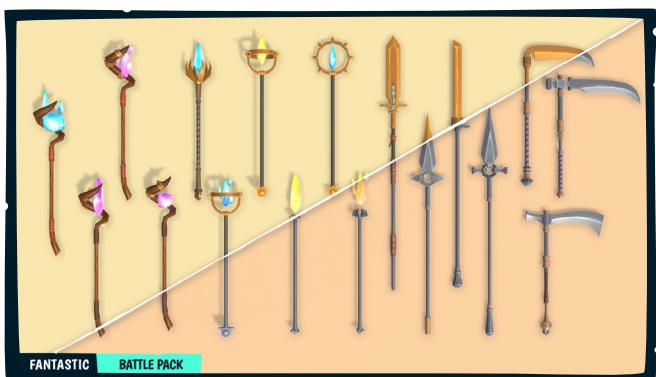
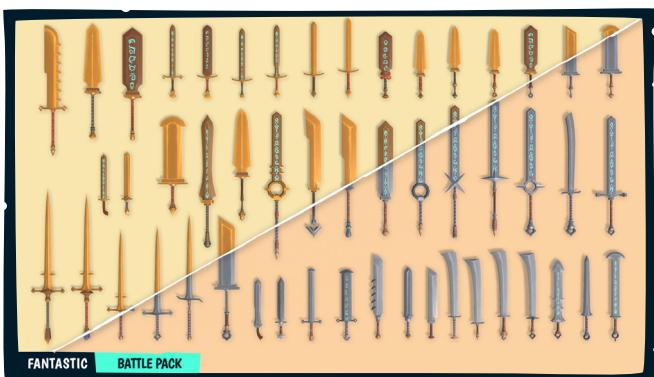




Demoscene_battle_assets

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







Assets

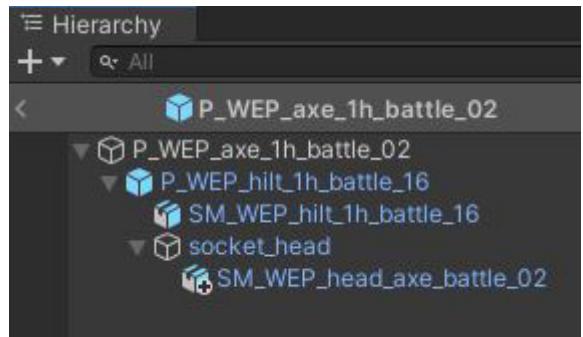
Meshes

All assets have a custom Lightmap UV in the second channel and colliders (Unity) where needed. Trees, bushes and stones have 3 LODs for optimal performance.

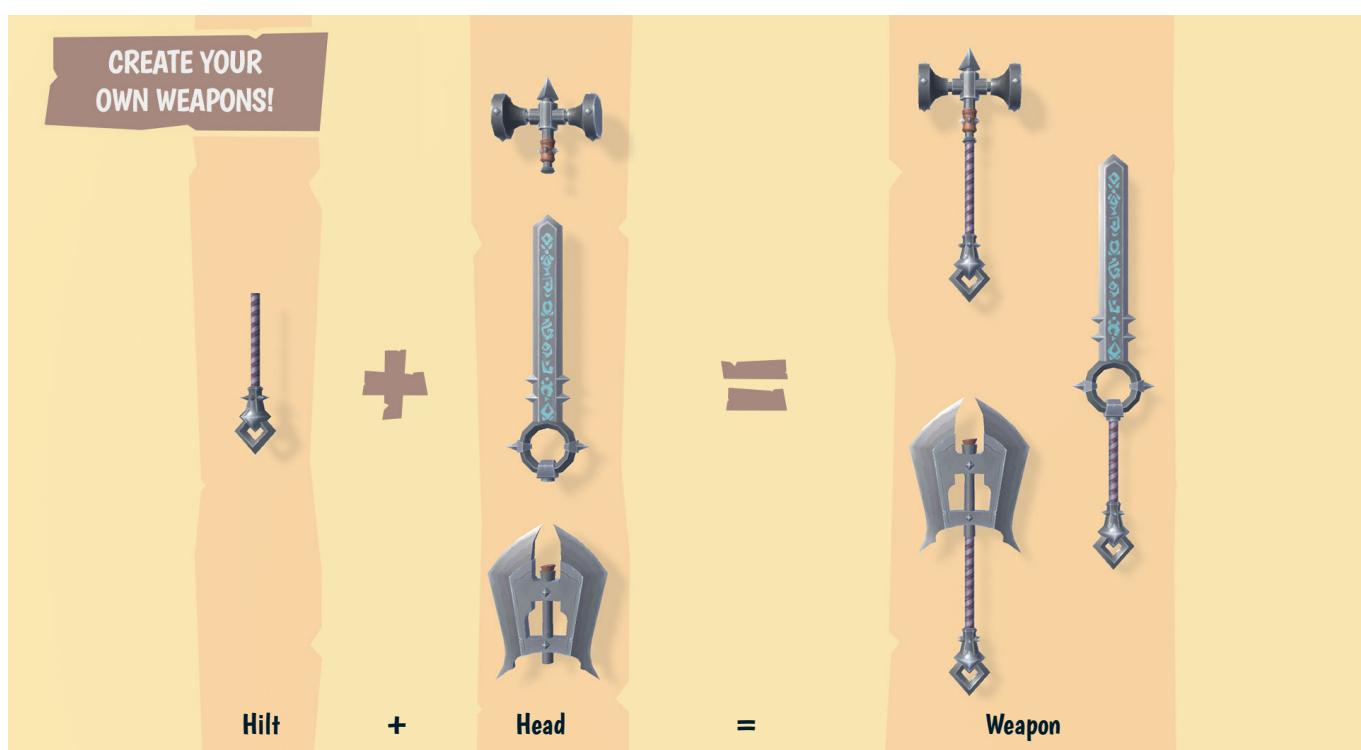
Customizing Weapons

In the prefabs\weapons\hilts folder you find all the hilt prefabs, which act as a basis for each weapon.

The hilt prefabs contain an Empty called “socket_head”, which acts as an anchor point for any weapon head part. By dragging the head mesh into said empty, it is automatically positioned in the right place on the hilt. By rotating/scaling the parts you then can give the weapon the proportions you like. Of course you are free to create your weapon hierarchy and prefabs the way it best suits your needs.



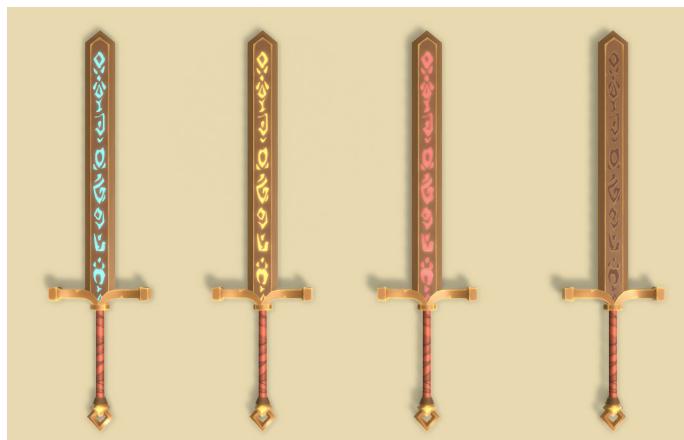
The weapon prefab hierarchy.



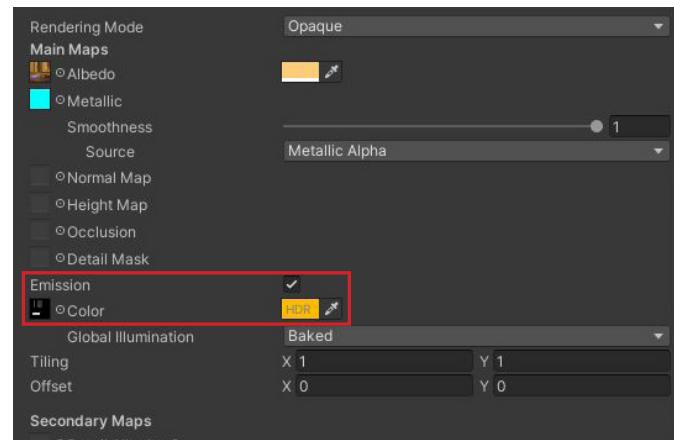
By combining a hilt and a head part you can create your own weapons.



In the weapon material you can change or disable the emission color for the weapons. Per default the weapon materials use an already light blue colored emission map (T_WEP_common/rare_battle_E), instead of the grey scale emission map (T_WEP_battle_E). If you want to have more range in color, you can swap the default to the grey-scale map and change the Emission Color to you liking. Please note that the colors of the staff crystals will also be affected by swapping emission maps.



Weapons with different emission colors.



In the weapon material you can change the emission color.

Texture Variations

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

Some textures have variations depending on the use case.

For example for the flags there is a red and a blue variants, which use the same 3d asset. For hay, besides the normal hay texture, there is a burnt variation that can be also applied to the same mesh.

Other textures with variations are weapons, shields and tents.



Same flag meshes with different texture variations.



Shaders

The custom shaders were created using Amplify with Unity version 2019.4.30 and hence can **not** be opened or adjusted using Unity's Shader Graph. Of course if you have Amplify installed, you can adjust the shaders there.

The rest of the shaders are all standard URP or Built-in, depending on which render pipeline you are using.

IMPORTANT: In case you are using the new shaders with a Unity version older than 2019.4.30 please be aware that this might result in shadow cascade errors in the scene. To solve the problem you can set the Cascades option in your render pipeline asset to "No Cascades".

Foliage/flag shaders

For the foliage and flags wind movement we have included 5 shader variations in this pack:

- S_foliage_wind_standard/URP_advanced: doublesided shader, which is primarily used for the grass. It has a variety of options to customize the shader.
- S_foliage_wind_standard/URP_advanced_lit: doublesided shader with the same customization option as the one above, but with front/back faces shaded influenced by light direction. It is primarily used for the tree leaves and bushes.
- S_foliage_wind_standard/URP_simple: A simple version of the advanced shader with reduced customization options. Primarily used to improve performance.
- S_foliage_wind_standard/URP_simple_lit: A simple version of the advanced_lit shader with reduced customization options. Primarily used to improve performance.
- S_flag_wind_standard/URP: doublesided shader, which is primarily used for the flags.

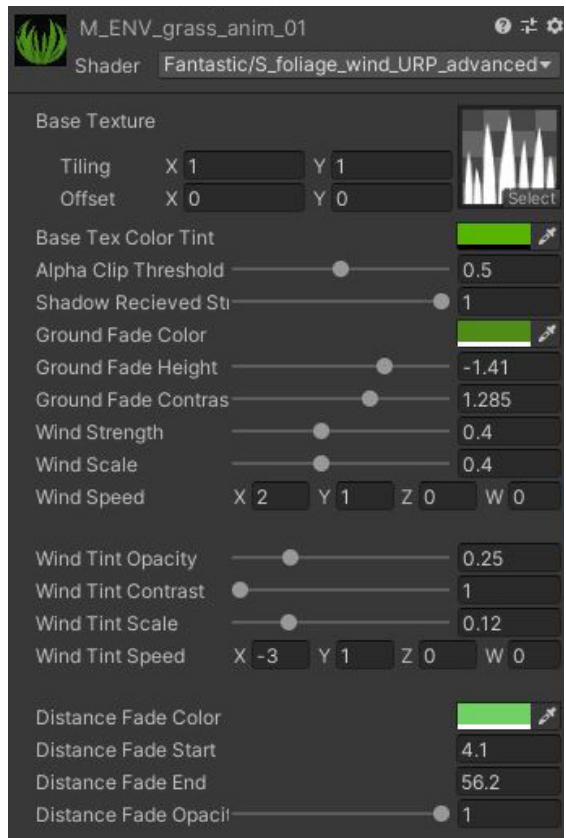
The advanced wind shader is defined by the following main parts:

- Base Color/Texture: Defines texture and tint of the surface.
- Wind Movement: Defines strength, scale and direction of the wind movement.
- Ground Fade: Defines a color fade starting at the bottom of the mesh, primarily used for the grass.
- Wind Tint: Creates moving highlights on the grass.
- Distance Fade: Defines a distant color fade relative to the camera position.



To customize the wind shader you have the following options:

- Base Texture: Slot for the foliage texture
- Base Tex Color Tint: Defines texture tint color
- Alpha Clip Threshold: Defines threshold of the pixels being opaque or transparent
- Shadow Received Strength (URP only): Defines the intensity of the received shadow on the mesh
- Ground Fade Color: Defines the color used for the fade from the bottom of the asset
- Ground Fade Height: Defines the range of the ground fade
- Ground Fade Contrast: Defines ground fade contrast
- Wind Strength: Strength of the foliage deformation
- Wind Scale: Defines the density of the noise applied to the mesh
- Wind Speed: Movement direction of the noise (only edit the x and y values, z and w are not used)
- Wind Tint Opacity: Defines transparency of the wind tint color
- Wind Tint Contrast: Defines contrast of the tint color
- Wind Tint Scale: Size of the noise for the tint
- Wind Tint Speed: Direction & speed of the noise
- Distance Fade Color: Color of the distance fade
- Distance Fade Start: Defines start of the fade relative to the camera view
- Distance Fade End: Defines the end of the fade
- Distance Fade Opacity: Defines transparency of the distance fade



The customization options inside the wind material.



FX

Inside the \prefabs\FX folder you'll find the following FX prefabs:



Fire



Smoke



Particles



Clouds



Fog





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.

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 from an older version of our pack, you can change to URP and everything should work from the getgo - shaders, materials and lighting 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). We are aware of some shader warnings showing up, which don't seem to actually break the shader. So simply clearing the warning in the console tab should fix the problem.

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 doesn't use the same render pipeline as the pack version you installed. 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 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...

Make sure you installed the correct render pipeline version of our pack. After opening a scene it's still possible, that some assets are 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
- Re-add 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'm using Unity version older than 2019.4.30 and the scene assets have shadow errors and/or pink materials and/or the terrain isn't showing.

Regarding pink assets and terrain issues please see the chapters 1, 2 and 3.
The new URP shaders are created in Unity 2019.4.30 and are not backwards compatible.
The errors are created by the shadow cascades settings in the render pipeline asset. You can set the Cascades option in your render pipeline asset to “No Cascades”.



Contact & Support

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Contact us if you didn't find an answer to your questions:
info@tidalflask.com

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