

Thanks for installing the asset!

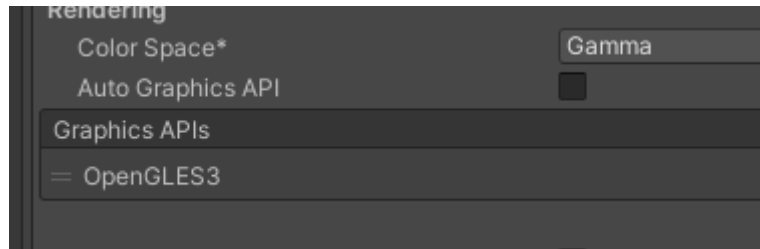
You can learn about the capabilities of each of the tool parameters in this tutorial:  
<https://youtu.be/zOUdLOqQ31I>.

To access the grass parameters via a script, for example, the grass draw distance, write `GrassManager.Instance.DrawDistance`. But before that, make sure that you have enabled the `GrassMobileShader` namespace by writing `"using GrassMobileShader;"` before the script class. If limit values of fields are needed, for example, the maximum value that the `DrawDistance` parameter can take, write `GrassManager.DRAW_DISTANCE_MAX_VALUE`.

## Common problems and their solutions

### Problems in the build:

If the grass is not displayed in the finished build, then try to remove Vulkan from the Project Settings or use the Auto API.

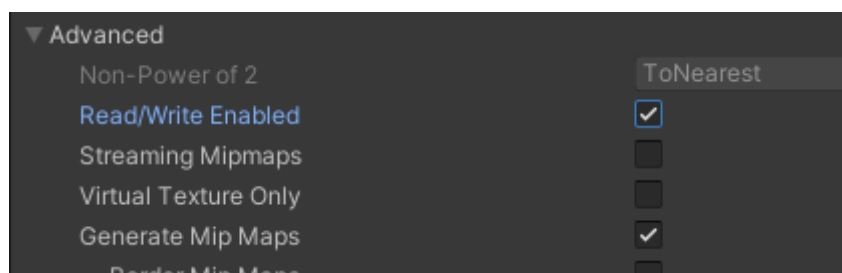


### Failure and crash of the application at startup:

Grass works fast during use on devices, but at startup, when grass is just being created, performance problems may occur. These problems can be so serious that they can lead to application failure and crash. To solve this, the AsyncGrassManagersLoader is used, which will allow you to load many GrassManager at some interval, rather than immediately in one frame.

### The texture of the Mask or the Height Map does not work:

Use the Read/Write Enabled setting in the Texture Import Settings.



All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail [isleofassets@gmail.com](mailto:isleofassets@gmail.com)

Please do not forget to rate this asset in the Asset Store! :)