

# MTree Faster AO



## Requirements:

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.NET 4.x

Packagemanager:

- Jobs
- Collections

## Setup:

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1. Open Unity's Package Manager and download:

- Jobs
- Collections

*If the Packages are not shown, toggle on Advanced „Show Preview Packages“.*

2. Change inside the Projects Settings .NET to 4.x

2. Delete the file RaycastAO.cs inside the MTree/Scripts Folder.

3. Place the MtreeFasterAO.dll file from Github inside MTree/Scripts folder.

## Usage:

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It works still like the Normal Baking AO but it was 5.5x faster than the Original way.