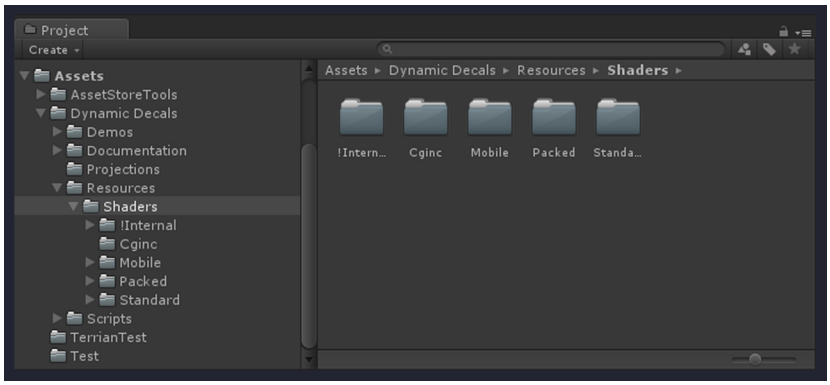
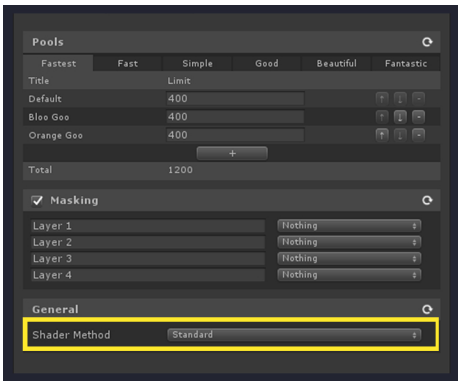
Optimizing Build Times

It's important to note: this process should be done after you're done experimenting with the system, and you know what you require of it. I recommend starting with the system in a new or dummy project and experimenting with the demo scenes. Then, once you're comfortable, have a reasonable understanding and feel you no longer need the demos, import it into your current project; without the demo folder, to avoid unnecessary assets, scripts, and clutter.

To ensure the system runs as optimally as possible on as many platforms as possible, Dynamic Decals comes with a slew of shaders; each suited to their own use-cases. It's rare a project needs all of the included shaders though, and if left in the resources folder at build time, each of them will be built and included as part of your game. This increases the time it takes to build your game, as well as its size. This guide is here to show you how to determine and selectively remove the shaders you don't need.

We'll start by finding the shaders folder. From your Dynamic Decals directory open the Resources directory, then the shaders directory. You should end up with something similar to the image on the right. The "Internal" and "Cginc" folders we will leave alone. These are necessary 100% of the time.





In most cases, we will only need one additional folder. To determine which, we'll need to check the shader method you're currently using. This can be found in general settings (Window > Decals > Settings). See the image below for reference.

We only require the folder with the corresponding name to our chosen shader method. (VR = Packed) The other two can be deleted, moved from the resourced folder or compressed.
Next, we'll remove the shaders of the projection types you don't plan on using. In your remaining folder, you should have a folder associated with each of the projection types. Determine which of these you're currently using then delete, move or compress the others.

Finally, if you're using the Metallic or Specular projections, you'll notice these have variants for Forward and Deferred rendering paths. If you're only using Forward Rendering, or have "Force Forward" enabled on all of your projections, you'll only need the "Forward" variant. If you're using Deferred Rendering and aren't using "Force Forward" on any of your projections, you'll only need the "Deferred" variant.

And that's it. If everything was done correctly, you'll likely only have a tenth of the shaders remaining in your build folder. This will reduce the number of shaders being built and shipped in your game, speeding up build times dramatically.