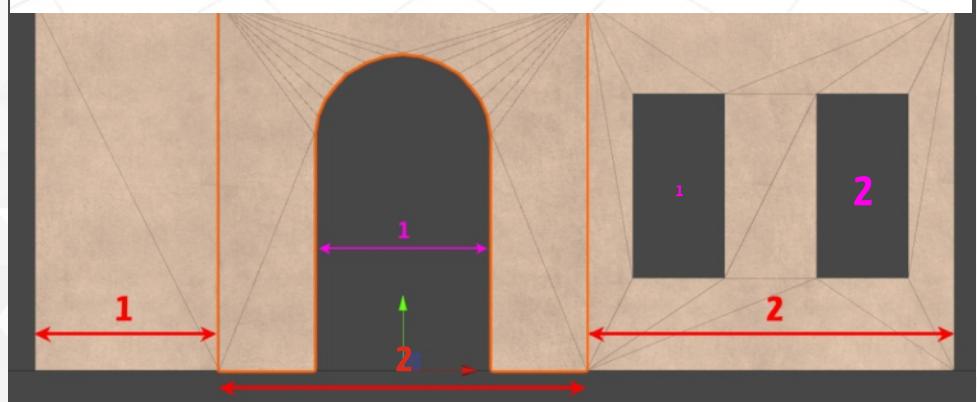
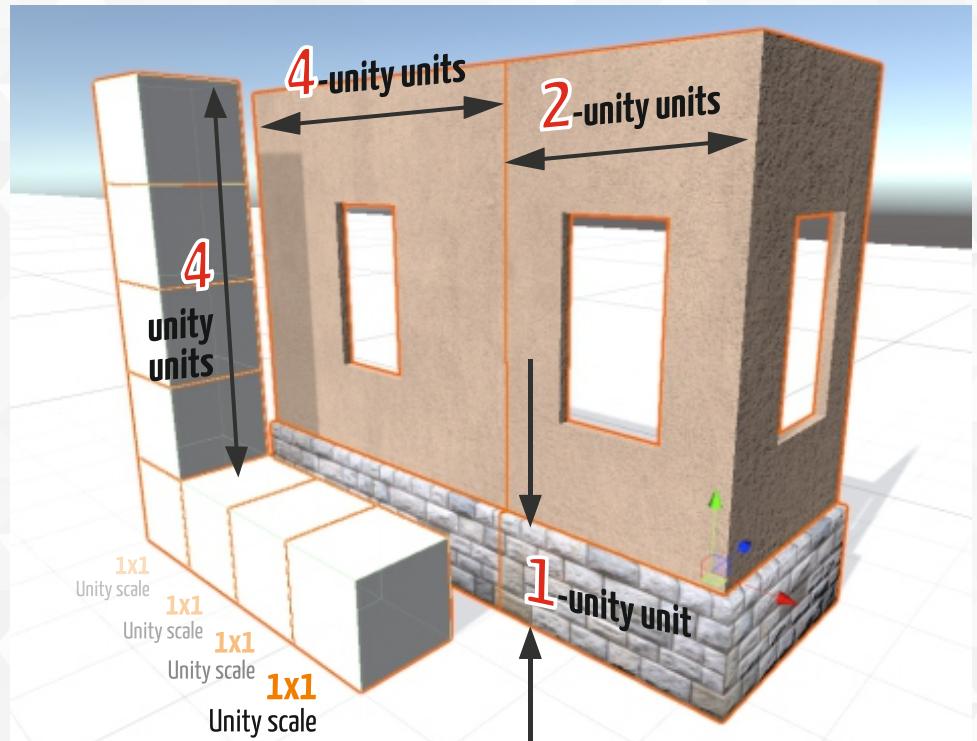


# UNITS, MEASUREMENTS & GameObject NAMING

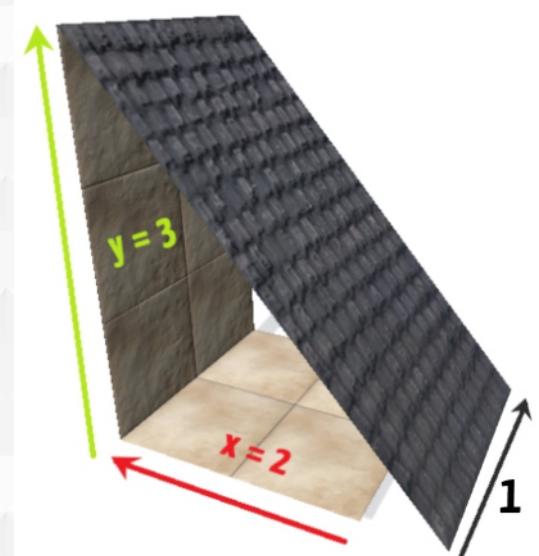
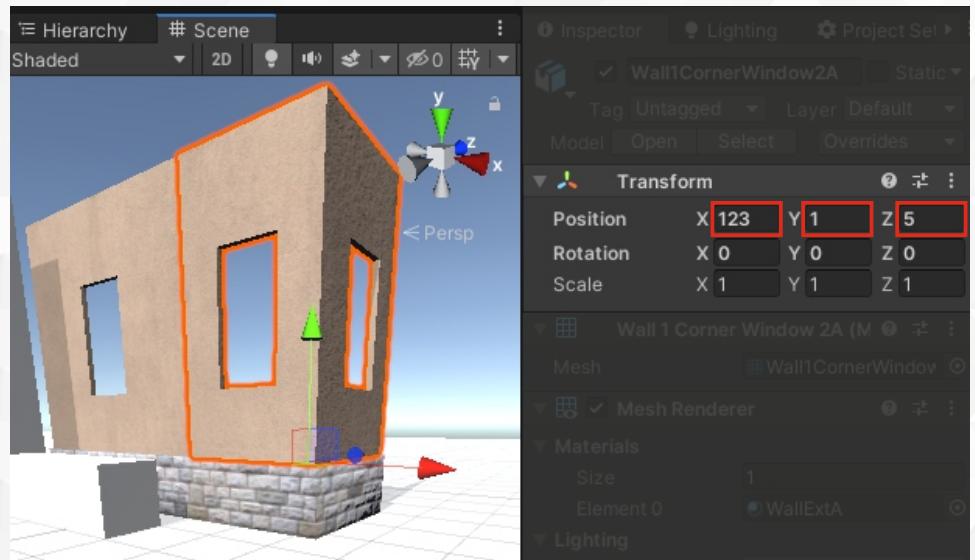


Wall1A  
(2 unity units)

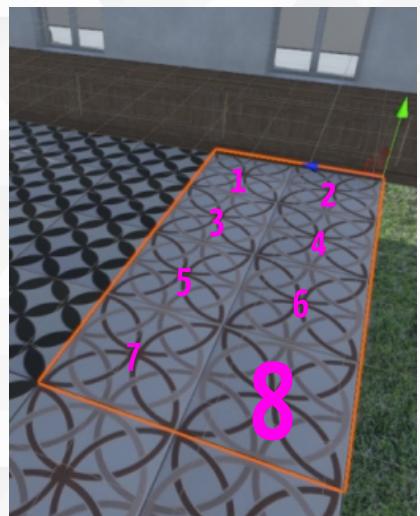
Wall2DoorExt1A  
(4 unity units)

Wall2Window2A  
(4 unity units)

If you place the GameObjects around the scene in **WHOLE NUMBER positions**, they will align perfectly next to each other ( look how they're assembled in the DemoScene ).



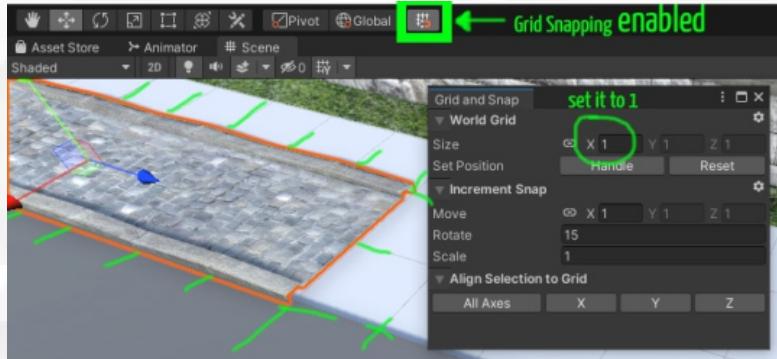
Roof2x3-1A



FloorTile8K

# ENABLE -> GRID Snapping

For best use of this pack, set the **World Grid Size** to **1**, then when you will move stuff, they will snap & tile perfectly.



Edit -> Grid and Snap Settings...



Keep it enabled when WallExt joins with EntranceStairs or Balcony.



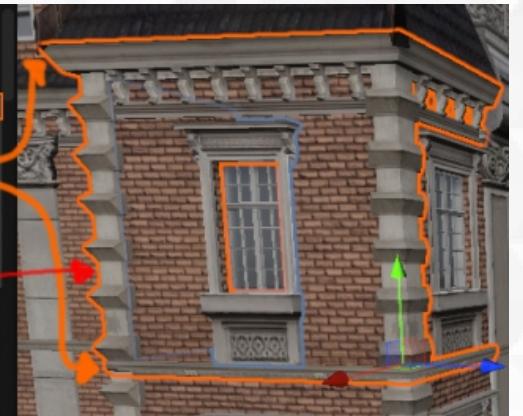
Disable when WallExt joins with FloorTiles.

# PARENTING nested gameObjects in Hierarchy

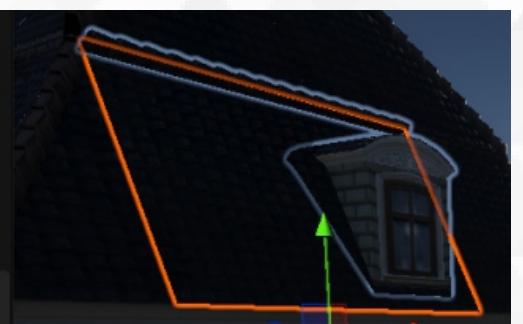
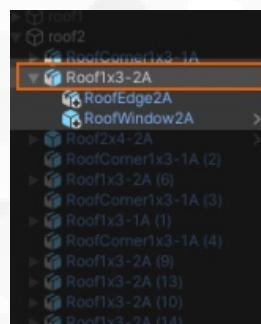
Doors & Windows should be parented under their corresponding Wall gameObject, because they fit perfectly as children, with 0,0,0 as position.



Same with WallRooflines, WallFloorlines, WallCorners, they should be parented under their correct Wall, for a clearer hierarchy.



Same principle applies to Roof gameObjects & their children.



# Thank you for purchasing the **MANSION PACK** asset!

May you create wonderful interactive experiences with it!

## How to setup assets for URP or HDRP:

0. Import the asset pack into your HDRP or URP project
1. Locate the **Mansion-URP (or -HDRP).unitypackage** under Assets folder
2. Double click it
3. Click on **Import**
4. After the import completed:
  - your **Materials** and **Prefabs** will be updated to specific RP
  - SRP specific Demo Scenes will be included

When you have 3 minutes to spare,  
please consider **WRITING A REVIEW**  
for it on the store.

## Why?

- valuable feedback for devs
- communicate your demands
- improving future supplies
- reviewed products = prioritized in store



Best regards,  
Attila Zöld

A handwritten signature in blue ink that reads "Attila Zöld".

## You can (honestly) write about:

- Met your requirements?  
If not, please tell us what did you expect.
- What did you like most?
- What bothered you most?