Upgrade To URP (LWRP) Guide

Game 2D Water Kit v1.4

This is an auto-generated pdf file of the online guide

www.game2dwaterkit.com/upgrade-render-pipeline

Upgrading To Universal Render Pipeline (URP)

Upgrading the asset to the Universal Render Pipeline (formerly the Lightweight Render Pipeline) is a fairly easy process!

We first open the **Game2D Water Kit Asset Manager** window

> **Window → Game2D Water Kit Asset Manager**
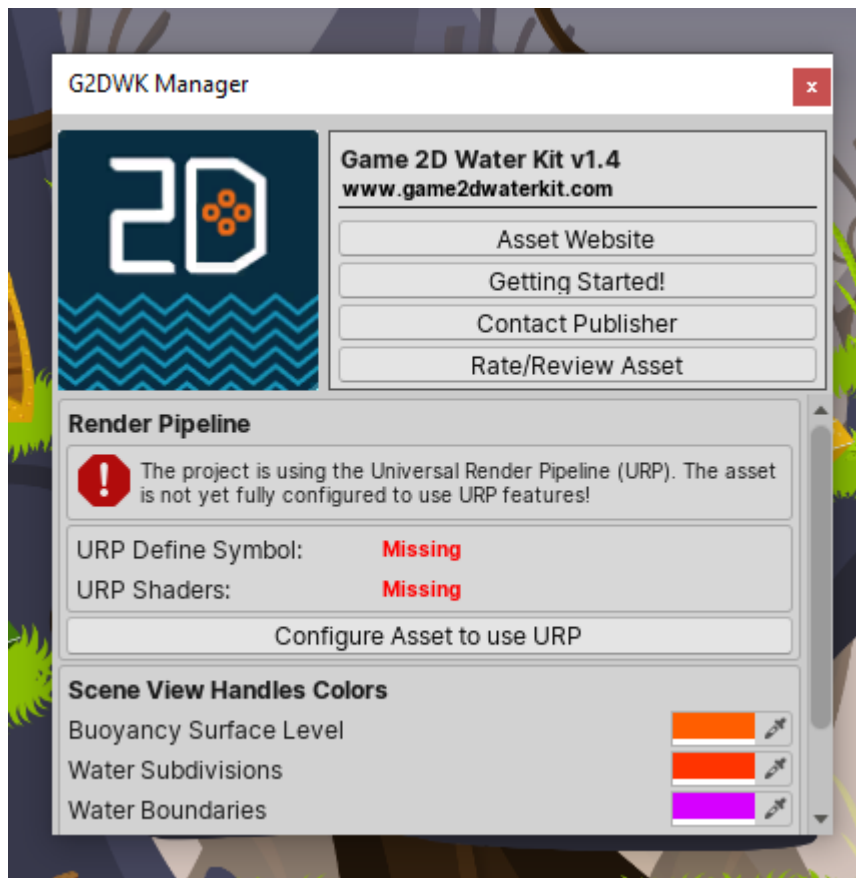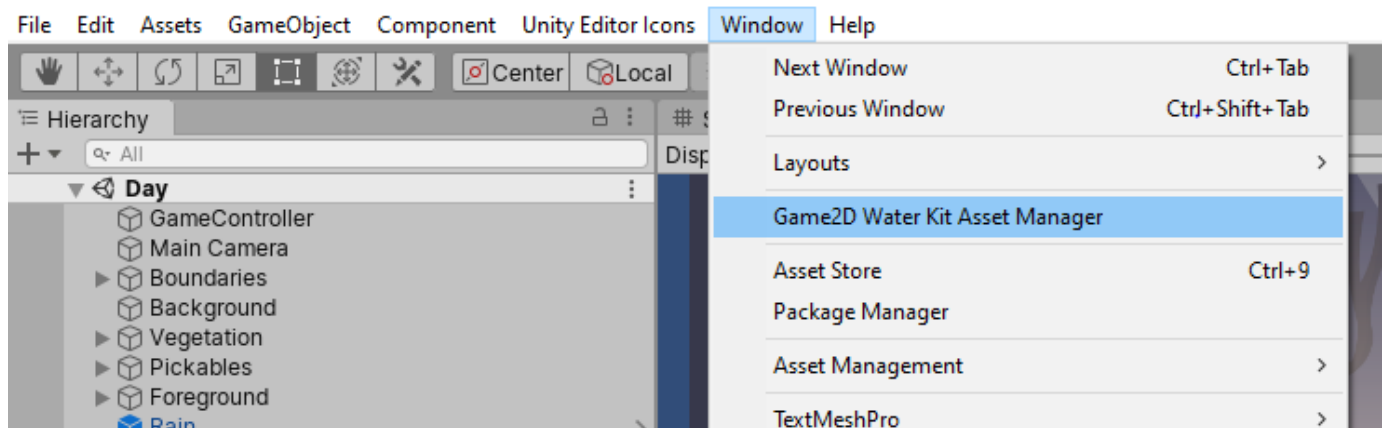
And all we need to do next is to press the **Configure Asset to use URP** button. This will import 2 URP compatible shaders (1 unlit and 1 lit shaders). It's also going to add the *GAME_2D_WATER_KIT_URP* scripting define symbol and recompile scripts.

ℹ️ **Note**

The asset supports the Lightweight Render Pipeline (LWRP) as well. And in case the LWRP is been used, the asset will import 2 LWRP compatible shaders (1 unlit and 1 lit shaders) as well as adding the *GAME_2D_WATER_KIT_LWRP* scripting define symbol.

🔥 **Important**

If you upgrade your project from LWRP to URP, you need to reconfigure the asset to use URP by following the exact same steps described above.