Upgrading The Render Pipeline Guide

Game 2D Water Kit version 1.4.8

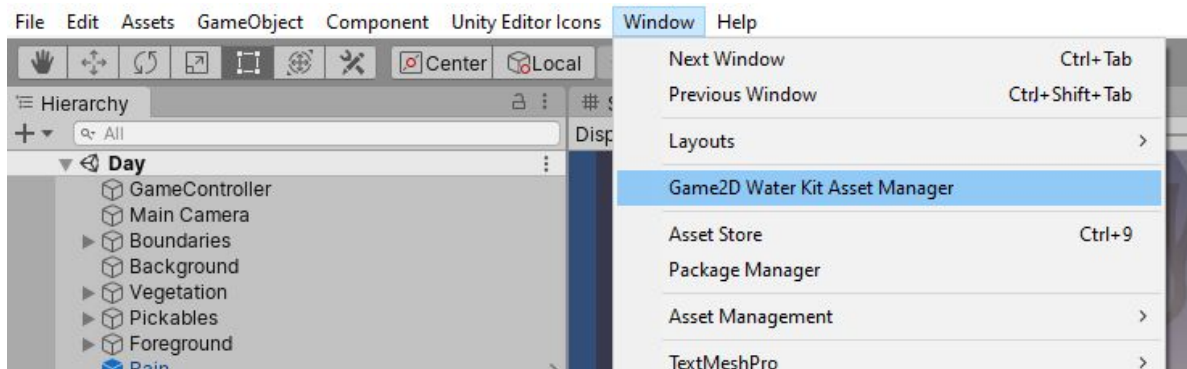Website: https://haydeludos.github.io/Game2DWaterKit-Documentation/
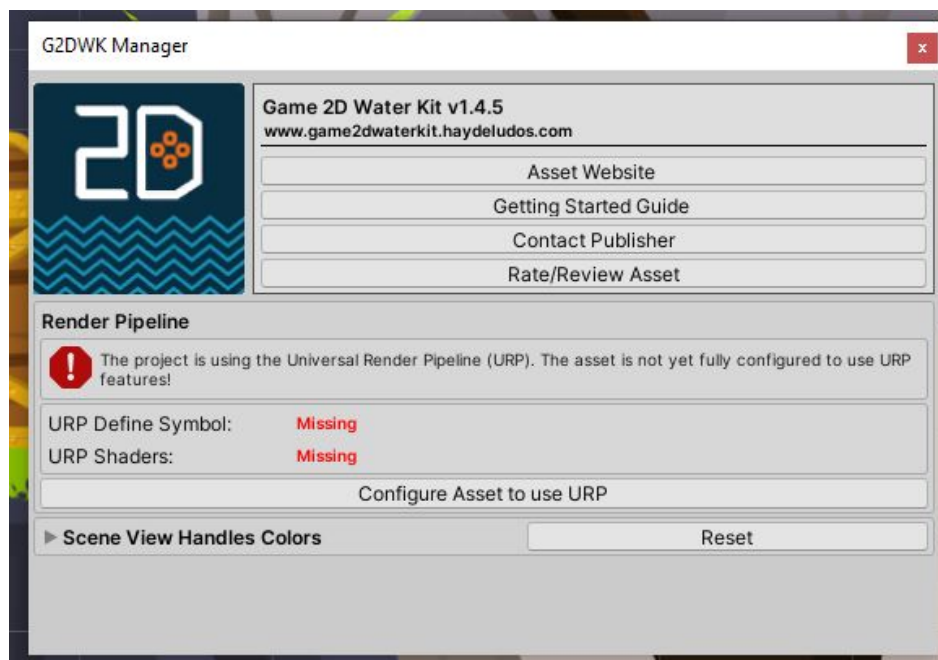
Email: haydeludos@gmail.com

Upgrading to the Universal Render Pipeline (URP)

Upgrading the asset to the Universal Render Pipeline (formerly the Lightweight Render Pipeline - LWRP) is a fairly easy process!
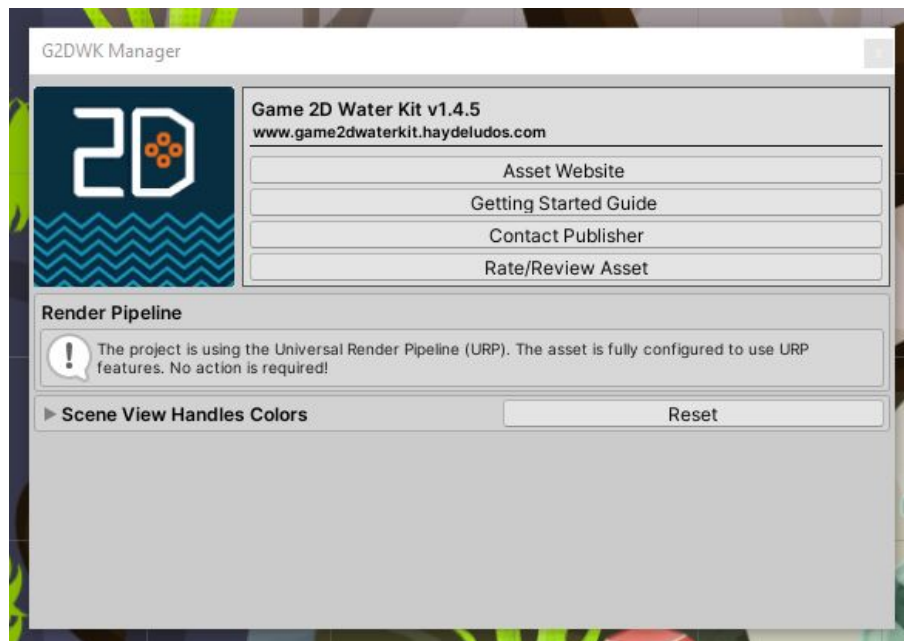
We first open the **Game 2D Water Kit Asset Manager** window

Window ➡ Game 2D Water Kit Asset Manager

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.

Also, under the water/waterfall material inspector, we need to make sure we use a shader that is compatible with the Universal Render Pipeline.
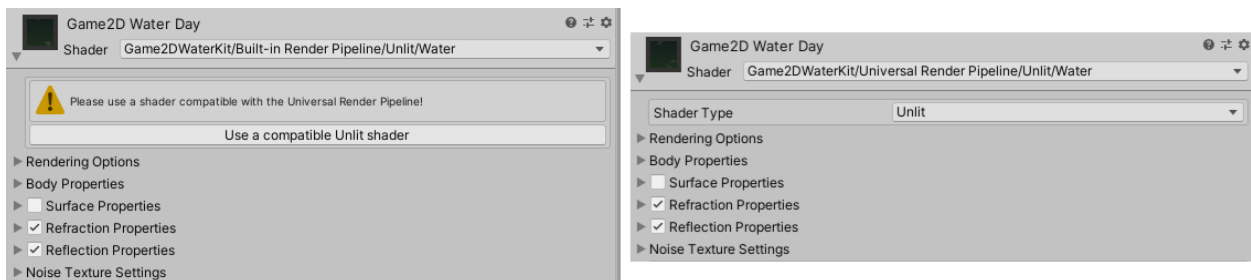
Note:

The asset supports the Lightweight Render Pipeline (LWRP), version 6.7 or higher - Unity 2019.2, as well. And in case the LWRP is 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 same steps described above.