

Thank you for purchasing
HD mobile garage

Rendered pipeline setup is
already done for you. it's up
to you which one you prefer
for your game.

How to use standard rendered pipeline

* Go to edit > Project settings > Graphics
remove URPAsset from 'Scriptable rendered
pipeline setting' to restore the missing
shaders for standard rendered pipeline.

How to use universal rendered pipeline

* Go to edit > Project settings > Graphics
add URPAsset to 'Scriptable rendered
pipeline setting' from 'Garage Asset' folder
to restore the missing shaders for universal
rendered pipeline.