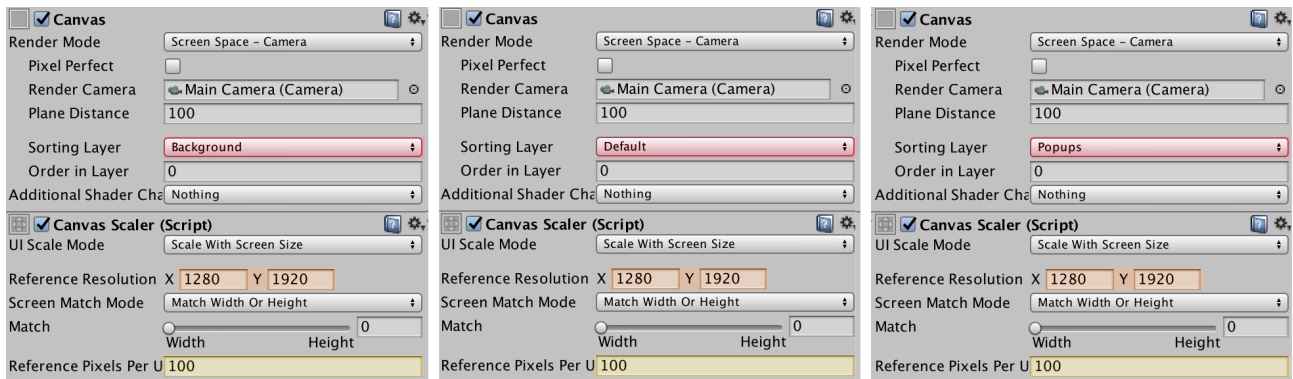


## Sorting layers in the demo project

The demo project contained in this GUI pack makes **extensive use of custom sorting layers** in Unity to define the order of the UI elements on the screen.



When generating the final package to submit to the Asset Store, Unity does not export this custom sorting layer information. The end result is that, after importing the GUI pack into a new or existing Unity project, you may see the rendering order is wrong (e.g., the background or the particles may be on top of everything else). This is only due to the fact that the custom sorting layer is not available.

**In order to alleviate this situation, We have provided the original *TagManager.asset* file that contains the layer information in the *Demo/Settings* folder.**

With Unity closed, you may go to your project path and replace the *TagManager.asset* contained in the *ProjectSettings* directory with the one provided by us. After re-launching your project, you will see the rendering order is as intended.

**Important:** if you have imported the Halloween GUI pack into an existing project that already defines its own set of custom layers, this will replace your layers with the ones in our GUI pack! Proceed with caution.