Quick Start Guide: It is a Pipe Dream Pack

Hello, and thank you for downloading the Pipe Pack!

This guide will help you get started, even if you are brand new to Unity. This pack is designed to be as simple as possible so you can start building your world right away.

---

1. How to Add the Pack to Your Project

First, you need to import the asset pack from the Unity Asset Store into your project.

1. Open your Unity project.

2. In the top menu, go to **Window > Package Manager**.

3. A new window will open. Near the top left, click the button that says "Packages: In Project" and change it to **"My Assets"**.

4. You will see a list of all the assets you own. Find **It is a Pipe Dream Pack** in the list.

5. Click the **"Download"** button if you haven't already. Once it's downloaded, the button will change to **"Import"**. Click it.

6. Another window will appear, showing all the files in the pack (models, shaders, etc.). Simply click the **"Import"** button on the bottom right.

That's it! The pack is now in your project, ready to use.

---

2. Finding Your New Assets (Folder Structure)

You can find all the new files in your **Project Window** (usually at the bottom of the Unity editor). It is organized into simple folders:

- **/Prefabs/**: These are the most important! They are ready-to-use, drag-and-drop game objects.
- **/FBX/**: The raw 3D models for the pipes. You'll mostly be using the Prefabs instead of these.
- **/URP_Materials/**: These define the surface of the models (e.g., stylized metal).
- **/Shaders/**: These are the special visual effects, like the heating pipe and the wind on the grass.
- **/ParticleSystems/**: Contains the particle effects, like the water spurts.
- **/Textures/**: The image files used by the materials.

---

3. How to Use the Pipes

This is the fun part! Let's add some pipes to your game world.

1. Open the **Prefabs** folder in your Project Window.
2. Click on a pipe prefab you like (e.g., PipeCurve).
3. **Drag it** from the Project Window directly into your **Scene View** (the main 3D window where you build your level).
4. You can now position the pipe using the tools in the top-left of the Unity toolbar:
   - **Move Tool (W key):** Click and drag the arrows to move the pipe.
   - **Rotate Tool (E key):** Click and drag the circles to rotate it.
   - **Scale Tool (R key):** Click and drag the cubes to make it bigger or smaller.

Repeat this process to build any pipe structure you can imagine!

---

4. Using the Special Effects & Shaders

This pack comes with a few simple effects you can add.

1. Go to the **ParticleSystems/ParticlePrefabs** folder.
2. Find the Leak_Jet_FX prefab.
3. Drag it into your **Scene View**, just like you did with the pipes.
4. Position it at the end of a pipe or on a crack to make it look like it's leaking.

   Pro Tip: In the **Hierarchy Window** (the list of all objects in your scene), you can drag the Leak_Jet_FX object *onto* a pipe object. This makes the water spurt a "child" of the pipe, so they will move together!

5. Common Problems & Support

Problem: "My pipes or effects are bright pink!"

This is a common Unity issue. It means there is a problem with the shader. This pack was made for Unity's **Universal Render Pipeline**. If your project uses SRP (Standard Render Pipeline) or HDRP (High-Definition Render Pipeline), the materials won't work correctly out of the box and you need to create new materials for either pipeline and assign the textures.

For any other questions or support, please contact us at:

- **Email:** onepotatokingdom@gmail.com

Thank you again for your download. We hope you enjoy creating amazing things with this pipe pack