Frequently Asked Questions

I get several errors after I import Urban Underground to my project. Why?

Urban Underground comes with the Unity default character controller in it, for an out of the box experience. However, if you already have any kind of Standard assets imported in your project, the duplicate files will cause errors. To solve it, simply delete UrbanUnderground/Demo/Standard assets folder and use your own controller in the demo scene. (No script relies on it, so it really doesn't matter what controller you use, as long as it's tagged as 'Player'.

After I reorganized the demo scene, I get weird flickering, meshes disappear. Why?

The demo scene comes with pre-baked occlusion data. If you modify the scene, you need to re-bake it. (Window/Occlusion panel.)

I deleted the canvas so I can see the scene, but the train isn't arriving like in the video.

The train's timer is on the canvas object. If you remove it, the demo scene won't function properly. Please only delete or disable NotifyUser gameobject, which is nested under Canvas gameobject.

Colors are dull, way too bright, lights seem to be too intensive. Why?

Please change to linear color space!

I can't find a mirrored mesh to snap to the regular ones.

Remember that you can always mirror models within Unity by setting their scale to -1 in the desired direction.

I'm trying to build the demo scene to mobile, but it throws an error.

It is known that the substance material used to display the custom tileset does not work on mobile. Remove all instances from the scene and replace them with regular prefabs (so the project doesn't use the substance material when building the scene.)