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Question by [eco_bach](#) · Jan 28 at 05:35 PM · [pipeline](#) [pink](#)

Can't upgrade shaders. Missing Edit > Render Pipeline option

[179243](#) project converted to URP but am seeing pink materials.

[bach](#) following these directions to upgrade my shaders

<https://docs.unity3d.com/Packages/c...ersal@10.3/manual/upgrading-your-shaders.html>

<https://docs.unity3d.com/Packages/c...ersal@10.3/manual/upgrading-your-shaders.html>

However I cannot see a 'Edit > Render Pipeline' option in my Edit menu.

How do I upgrade my shaders? I'm on 2020.2 b Windows.

[Edit](#) [Assets](#) [GameObject](#) [Component](#) [Window](#)

Undo Selection Change Ctrl+Z

Redo Ctrl+Y

Select All Ctrl+A

Deselect All Shift+D

Select Children Shift+C

Select Prefab Root Ctrl+Shift+R

Invert Selection Ctrl+I

Cut Ctrl+X

Copy Ctrl+C

Paste Ctrl+V

Paste As Child Ctrl+Shift+V

Duplicate Ctrl+D

Rename

Delete

Frame Selected F

Lock View to Selected Shift+F

Find Ctrl+F

Play Ctrl+P

Pause Ctrl+Shift+P

Step Ctrl+Alt+P

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[edit-menu.jpg](#) (/storage/attachments/174995-edit-menu.jpg) (40.9 kB)

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Answer by Haapavuo (/users/716431/haapavuo.html) · Nov 13 at 09:05 AM

Same problem here on Unity 2021.2.0f1!

(/users/716431/haapavuo.html)



2



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Answer by nefahl (/users/1156008/nefahl.html) · Nov 27 at 02:36 AM

If you're using URP 12+ the '#Edit -> Render Pipeline' is removed, instead there is a new converter tool in 'Window ->

Rendering -> Render Pipeline Converter'. See: <https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@12.1/manual/features/rp-converter.html> (<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@12.1/manual/features/rp-converter.html>)



1



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Answer by harveyli2333 (/users/1185168/harveyli2333.html) · Nov 24 at 05:39 AM

Same issue here 2021.2.3f1

(/users/1185168/harveyli2333.html)



0



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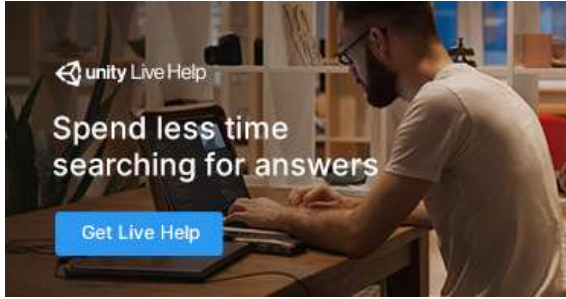
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