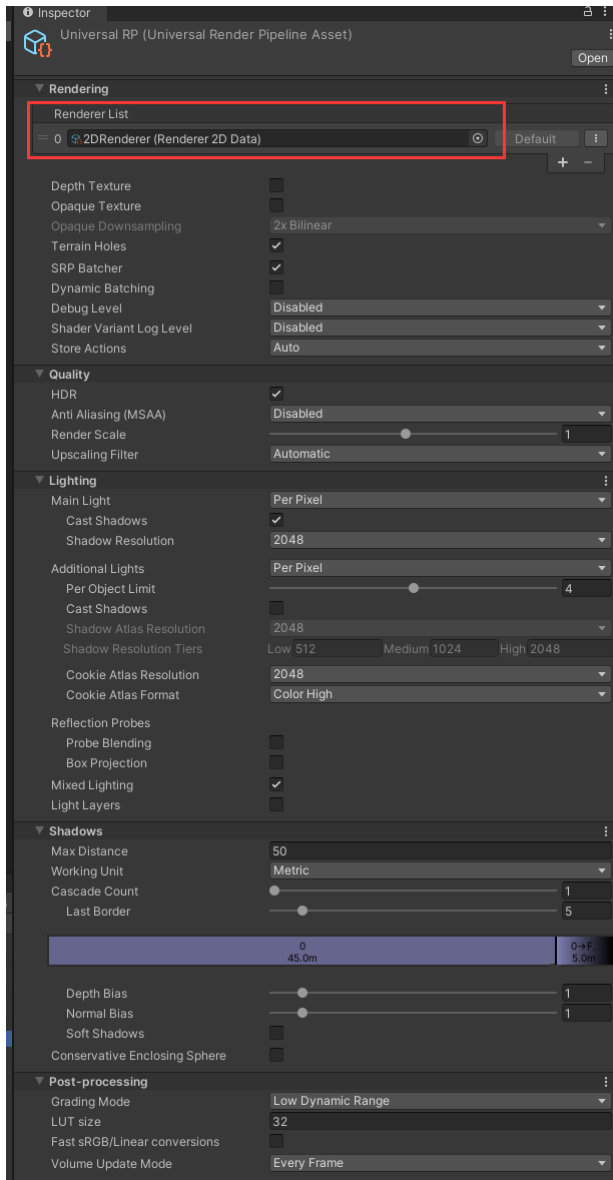
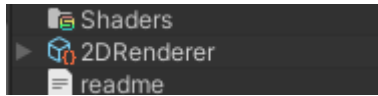
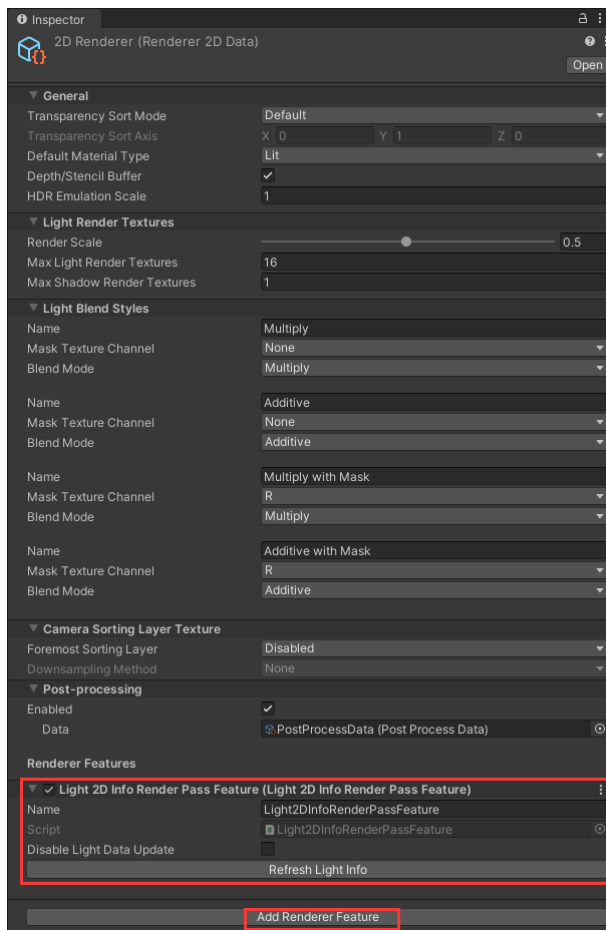


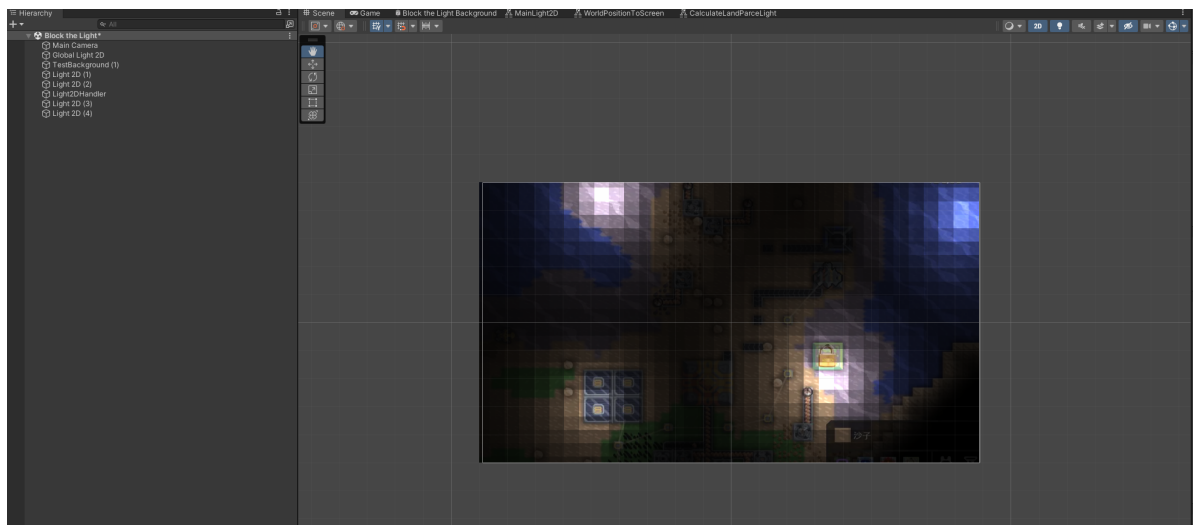
# . Quick start

1. Create the URP project
2. Use the render data in the example or and add Light2DInfoRenderPassFeature

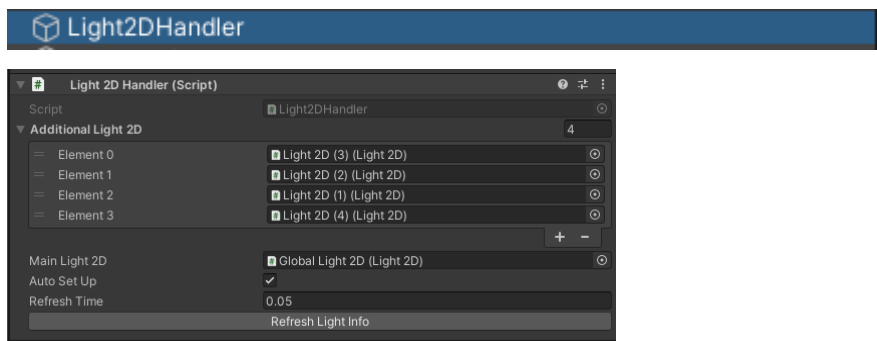




3. Open the instance scenario or your Scene



4. Make sure you have the Light2DHandler class in your Scene,And Click Refresh Light Info



5. OK, Configuration is complete. You can now access Light2D information in a Shader or ShaderGraph



In Shader Graph. You can use AdditionalLight2D SubGraph and MainLight2D SubGraph.

```
Assets > Plugins > Light2DInfo > Library
Light2DUtility

SpotLight2DInfo GetAdditionalLight2D(uint index)
{
    SpotLight2DInfo light_2d_info;
    light_2d_info.color = _Light2DColor[index];
    light_2d_info.position = _Light2DPosition[index];
    light_2d_info.intensity = _Light2DIntensity[index];
    light_2d_info.outer = _Light2DOuter[index];
    light_2d_info.inner = _Light2DInner[index];
    return light_2d_info;
}

Light2DInfo GetMainLight2D()
{
    Light2DInfo light_2d_info;
    light_2d_info.color = _MainLight2DColor;
    light_2d_info.position = _MainLight2DPosition;
    light_2d_info.intensity = _MainLight2DIntensity;
    return light_2d_info;
}
```

In Shader. You can include Light2dUtility.hlsl and call GetAdditionalLight2D and GetMainLight2D function.