Zibra Effects
Known Issues

VERSION 2.0.2

- On Unity 2023.2, when using HDRP and DX12 graphics API, there's a chance of crash
  - You can temporarily switch to DX11 (assuming you are not using ray tracing)
- On Unity 2023.2, when using HDRP and DX11 graphics API, visualize SDF in smoke will ignore depth buffer
  - It doesn't prevent you from using visualize SDF, so you can safely ignore this issue
- When Foam is enabled, regions of the liquid that generate foam will use Material 1 for rendering regardless of material settings
  - To work around that you can disable foam or set material 1 parameters to be the same as the main material parameters
- Depending on certain project settings and the presence of other render related render components and/or packages, liquid rendering may be flipped upside down on Android and/or iOS builds
  - To work around that, you can add/remove usage of "FLIP_BACKGROUND_TEXTURE" and/or "FLIP_NATIVE_TEXTURES" material keywords in the plugin's code
- When using non uniform scale with Neural SDF, it will be skewed
- When the manipulator's scale has a 0 value on any axis, it will break the simulation.

- On URP, you may get the following error:
  IndexOutOfRangeException: Index was outside the bounds of the array.
  UnityEngine.Rendering.Universal.ScriptableRenderer.SetupNativeRenderPassFrameData (UnityEngine.Rendering.Universal.CameraData& cameraData, System.Boolean isRenderPassEnabled) (at ./Library/PackageCache/com.unity.render-pipelines.universal@14.0.9/Runtime/NativeRenderPass.cs:113)
  - This error is triggered when you exceed the maximum number of allowed URP render passes
  - To work around it remove or disable unused render features in URP settings