

# Realistic Car Controller Pro

Thank you for purchasing and using Realistic Car Controller Pro. This documentation will guide you on upgrading scriptable rendering pipeline of your project to Universal RP.

## Overview

RCCP is fully compatible with URP. Once you install the Universal RP to your project, RCCP will recognize it and guide you to convert shaders of the environment and the vehicles.

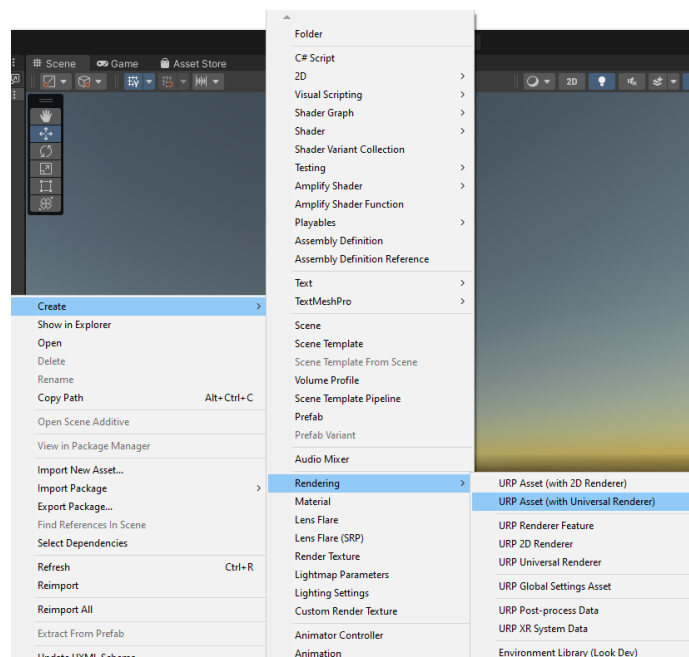
## Universal Render Pipeline (URP)

Please install Universal RP to your project first. Open the **Package Manager** from the **Window** → **Package Manager**. Under “**Unity Registry**”, search for “**Universal RP**” and install the latest version to your project.

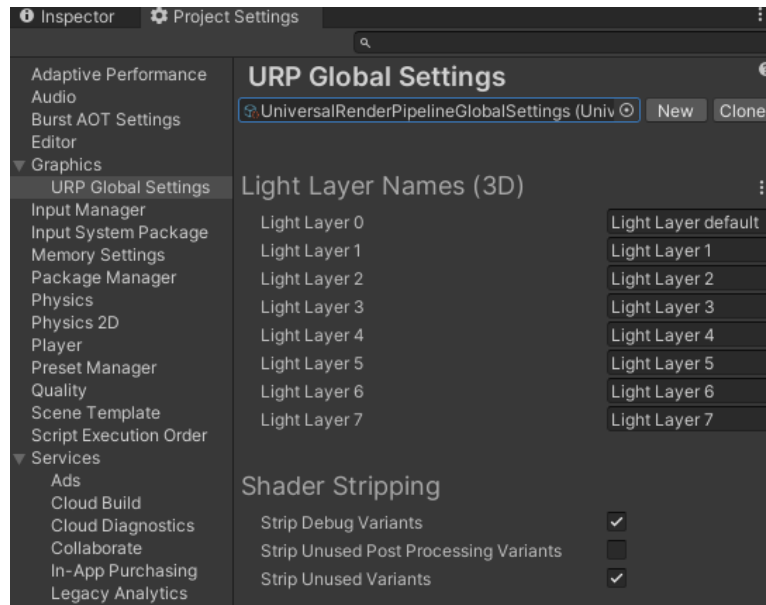
## From Builtin to Universal Render Pipeline Setup (URP)

After installing the package, you’ll need to create a new render pipeline asset in your project and select it in the **Edit** → **Project Settings** → **Graphics** → **Scriptable Render Pipeline**.

1. Right click in any directory of your project and create a new URP asset.



2. **Edit → Project Settings → Graphics →** Select your URP asset here.



3. Your project will be using the URP now, but your old materials in your project have built-in shaders. Therefore, your scene will be filled with pink materials. You'll need to convert their shaders to URP shaders.
4. Press play to enter the play mode, and RCCP will inform you about converting the shaders. Click change materials. It will pop up a new window to manage the demo materials and their shaders automatically. Click **"Select All Demo Materials For Converting to URP"** button. This will select all materials need to be converted. While they are selected, go to **Edit → Rendering → Materials → Convert their shaders to URP shaders**. You can get back to the window from **Tools → BCG → RCCP → Configure → Demo Materials**.
5. Vehicle body shaders are not using builtin URP shaders, they are custom generated shaders. Therefore, you'll need to change their shaders too. No need to select them one by one and convert. Click **"Convert All Demo Vehicle Body Shaders To URP Shaders"**, all materials belongs to the vehicle body will have URP shaders.

## Important

Package can't include both shaders at the same time because editor will pop up errors for the incompatible scriptable render pipeline. Editor scripts of the RCCP is deleting / importing shaders according to the selected current render pipeline. You can access to the builtin and URP shaders of the RCCP from **Scripts → Shaders** folder. There are two folders for builtin and URP. When your project is builtin, URP shaders will be deleted. If your project is URP, Builtin shaders will be deleted.

Editor will ask you to import shaders after changing the render pipeline in your project. Choose **"Import"** to import and use them. If you clicked **"Cancel"**, you can still import the package from **"Addons → Installers"** folder.

## Note

Decal and neon shaders are not compatible with builtin shaders. They will work with only URP. Decal and neon shaders are using custom shaders, but mostly based on Unity's decal shader. They have been created with Unity's ShaderGraph, therefore your project must have this package installed. You can customize the shaders directly by double clicking on them. I could export it and use it without the ShaderGraph, but shaders are not compatible with all versions of Unity. They must be updated. So, ShaderGraph does the trick, and updates the shaders on any Unity version. Decals and neons have been explained in the separate documentation.