

Upgrading The Render Pipeline Guide

Game 2D Water Kit version 1.4.8

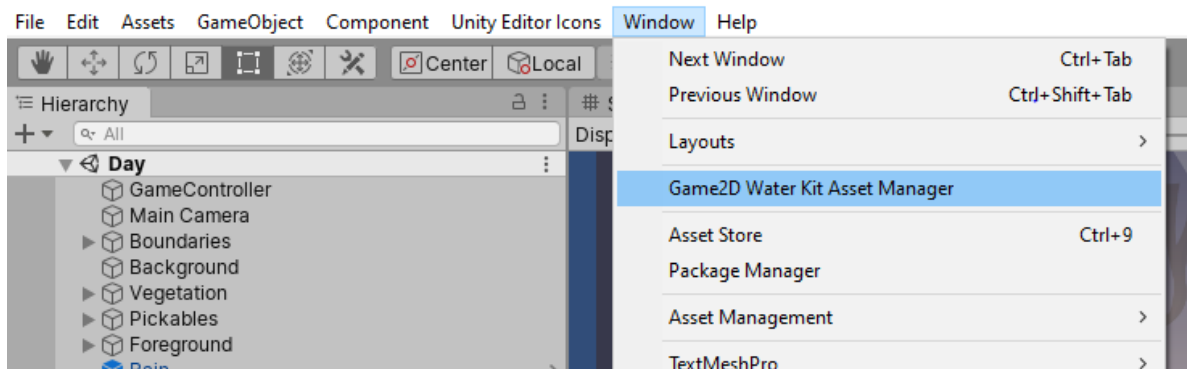
Website: <https://haydeludos.github.io/Game2DWaterKit-Documentation/>

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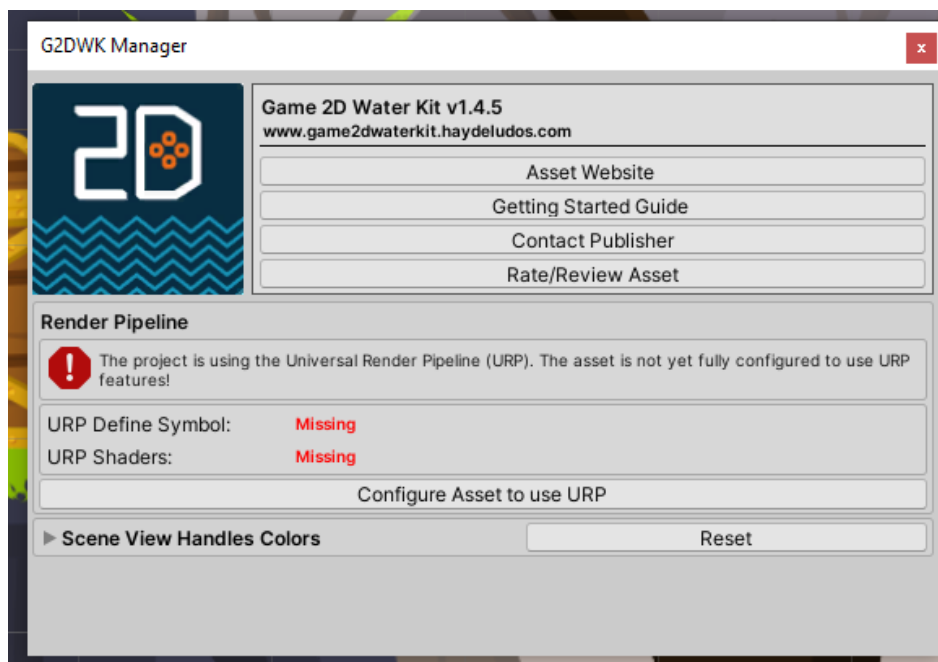
Upgrading to the Universal Render Pipeline (URP)

Upgrading the asset to the Universal Render Pipeline (formerly the Lightweight Render Pipeline - LWRP) is a fairly easy process!

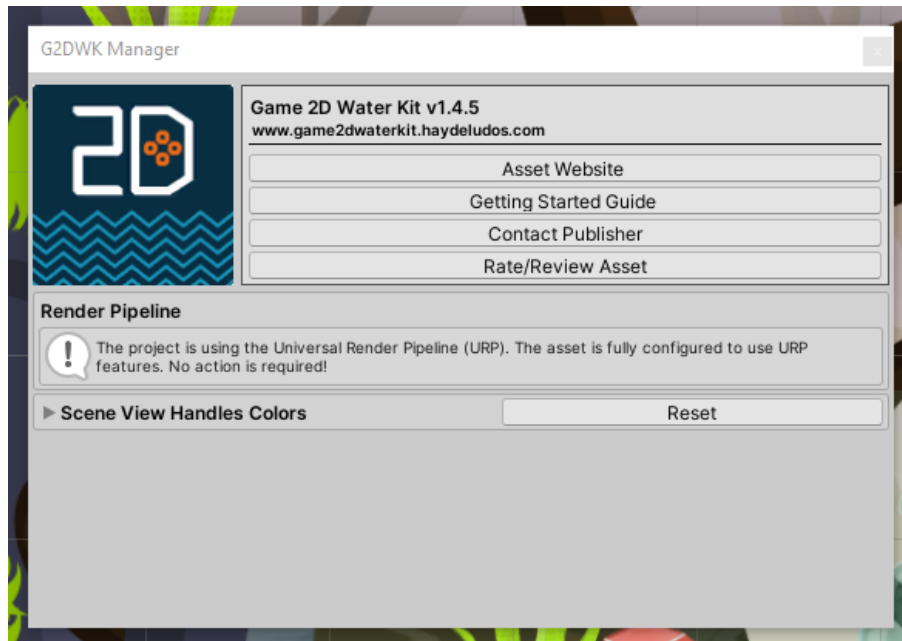
We first open the **Game 2D Water Kit Asset Manager** window



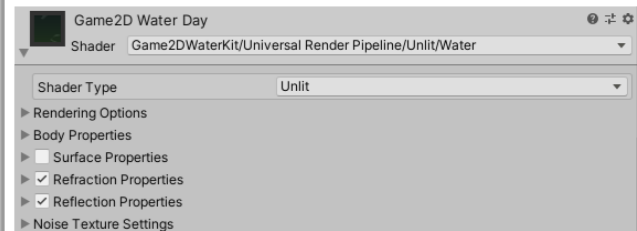
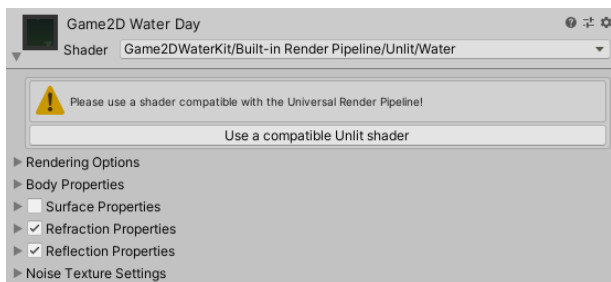
Window → Game 2D Water Kit Asset Manager



All we need to do next is to press the **Configure Asset to use URP** button. This will import 2 URP compatible shaders (1 unlit and 1 lit shaders). It's also going to add the **GAME_2D_WATER_KIT_URP** scripting define symbol and recompile scripts.



Also, under the water/waterfall material inspector, we need to make sure we use a shader that is compatible with the Universal Render Pipeline.



Important:

If you upgrade your project from LWRP to URP, you need to reconfigure the asset to use URP by following the same steps described above.