Thanks for purchasing Medieval Houses and Props package!
If you have any issue or suggestion, feel free to contact me on zefaistos@live.com

USING THE ASSETS
All models are inside the Prefabs folder. You can also find all terrain textures (grass and ground textures) in the Terrain Textures folder.

ABOUT THE INCLUDED SHADER
You may notice that I included a TreeCreatorBarkOptimized shader (found in the Shader folder). This is a built-in Unity shader, but it's hidden by default. I removed the hidden tag to be able to use this shader on custom meshes.

This shader is compatible with the terrain tree painting tool. Other shaders may work, but automatic generated billboards and scale may appear incorrectly. Usually Unity will recommend using the TreeSoftOcclusionBark shader, but that shader is not compatible with normal maps. The included shader is compatible with both the terrain painting tool and normal maps.

Just keep in mind that this shader is affect by a wind zone but you don't have ways to control the bending and wind interactions on custom meshes, and the result will be incorrect. If you're using wind and terrain painting, unfortunatelly there's not a good default shader option. In this case I strongly recommend that you use more advanced foliage and tree systems, like the Speedtree or Mtree packages found in the Asset Store, for example.

IMPORTING IN UNITY 2018.3 AND LATER
A new terrain system was introduced in Unity 2018.3. If you're importing this package in 2018.3+, a folder called _TerrainAutoUpgrade will be automatically generated in the Assets folder with additional terrain texture information. To keep things organized, you can move this folder to wherever you want, so I recommend moving it into the package folder. Please, don't delete this folder or it may break the terrain included in the example scene. Of course, you don't need the included terrain to use this package, it's only an example.

You may also encounter the following warning message while importing into newer versions of unity: "A tree couldn't be loaded because the prefab is missing.".

But don't worry, this is not an actual error and nothing is missing. After you have played the example scene and imported everything, this error message should disappear. I suspect this is a warning message during the terrain system conversion, while Unity is still reading information from the old to the new terrain system.