



HQ Mega Home Interior Pack

Manual

By: Rukas Skirkevicius

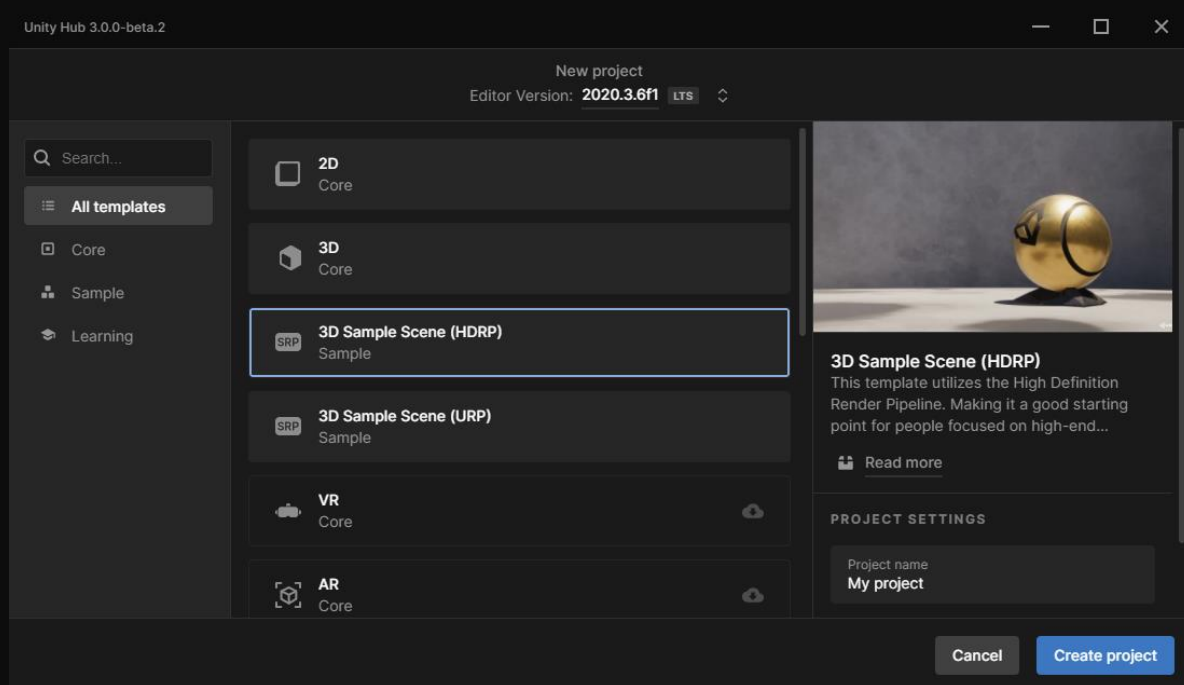
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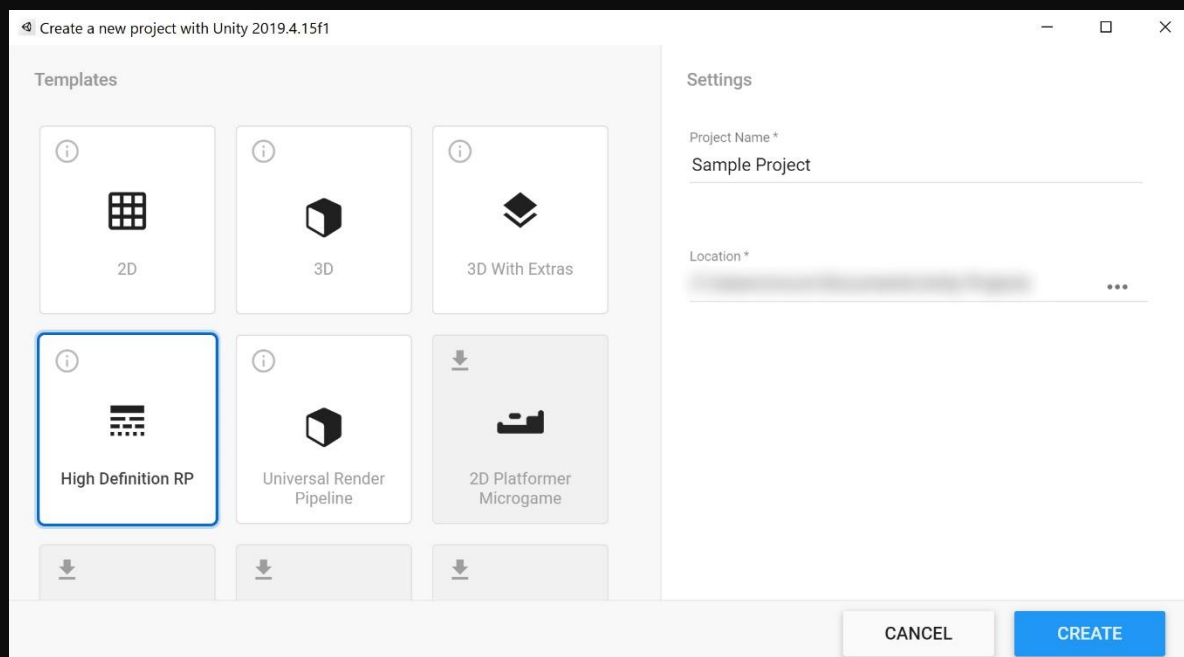
Upgrade Package

To upgrade a package to URP or HDRP pipeline, first, create a new pipeline specific project.

To do that, open Unity Hub, select the pipeline template and press **“Create Project”**.

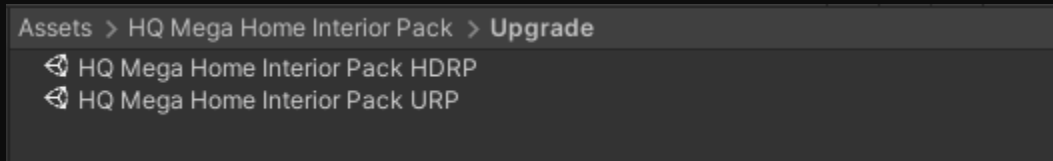


Alternatively, if using older Unity Hub version, select the pipeline template and press **“Create”**.



Once the project is created, import the “*HQ Mega Home Interior Pack*” package from the AssetStore to this project.

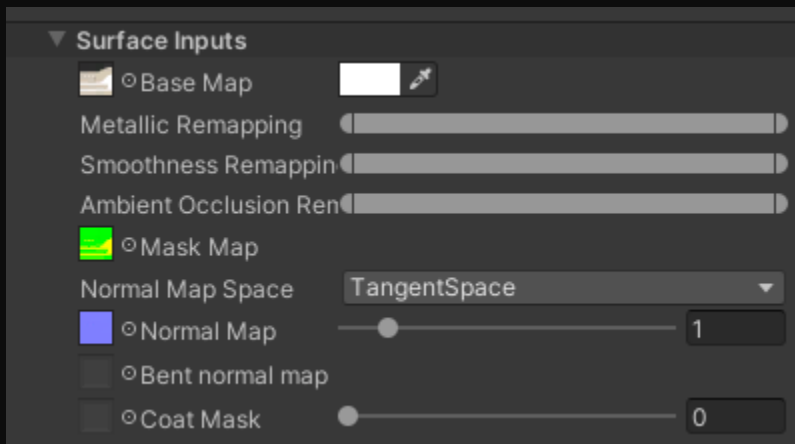
Afterwards, go to “**Upgrade**” folder and import the chosen pipeline package. This will import new files and will override some existing files, for example materials.



Once the upgrade package is imported, all the default package contents should be successfully converted to a different pipeline.

Now you can copy the entire “HQ Mega Home Interior Pack” folder to your own project.

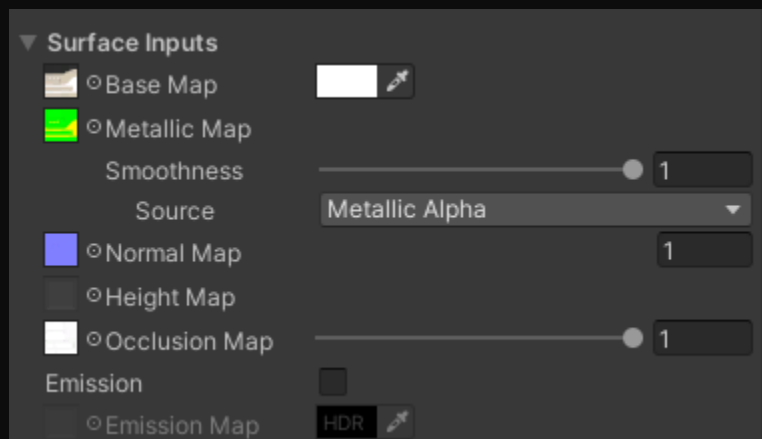
Note: Upgrading package to HDRP or URP eliminated the need for some assets. For example using HDRP, textures such as AO, Roughness and Metallic are no longer needed. That is because a new Mask map for each asset will be imported. This texture combines all of those textures into a single texture file, called - MaskMap.



For more information about the MaskMap, check out this guide:

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@7.1/manual/Mask-Map-and-Detail-Map.html>

In URP, same mask maps are used, however, ambient occlusion texture needs to be used separately within the URP material.



Configure Tool

Configure Tool allows for some quick walls and floors/ceiling modifications. Features range from switching wall material, switching wall element material (e.g. window or door), etc.

To use a configure tool go to “**Window/WFDM/Configure Tool**”.

Please note that this plugin heavily relies on predefined information, when executing parsing operations. Meaning that any change in asset prefab or changing asset-predefined path will result in some form of error within the plugin.

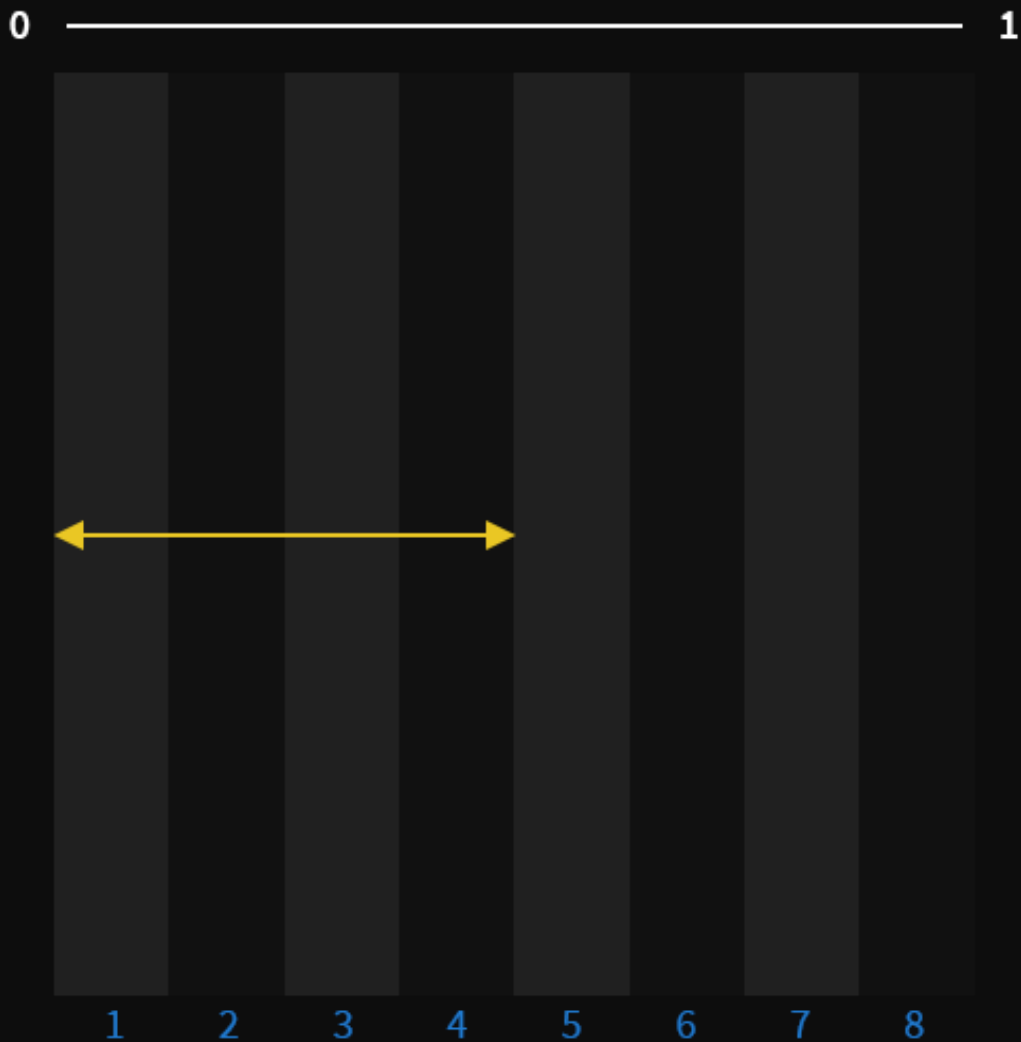
To ensure that this plugin work as intended, be sure to not change anything. If you have made a change and that caused some problems, be sure to undo the change or re-import the package.

Modular Walls

To ensure that each wall piece connects with its neighbor piece correctly, every piece last number has to connect with the wall that starts with the +1 number or if the end number is 8, the neighbor start number must be 1.

The way this system works is as follows. The start and end number represent the location in the UV map. The entire wall is made out of eight total pieces. First piece is at the beginning of the UV map and eighth is the last.

For example, a wall 1-4 would take up a first half of the UV map.



In that case, to connect a new wall to this wall, the new wall has to start with a number 5. For example, 5-8 or just 5.

A single number wall, represent a wall piece that is out of eight total pieces. And a wall that has a start and end number, represent a range of pieces.

Overall, the number(s) next to a wall name represent a wall position in UV map space.