

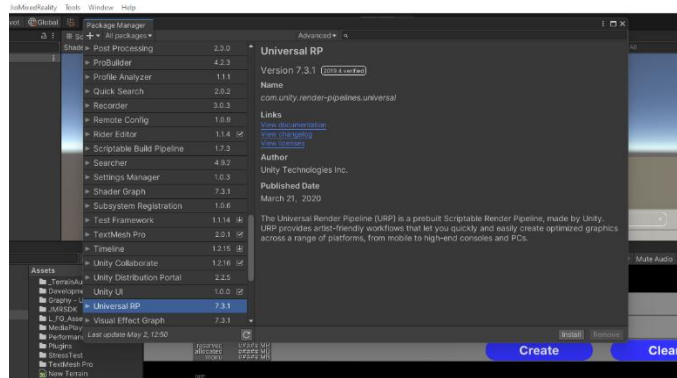
# Jmr Sdk Urp Support

Configuring the jmr sdk project to support Universal Render Pipeline.

## Setting up URP

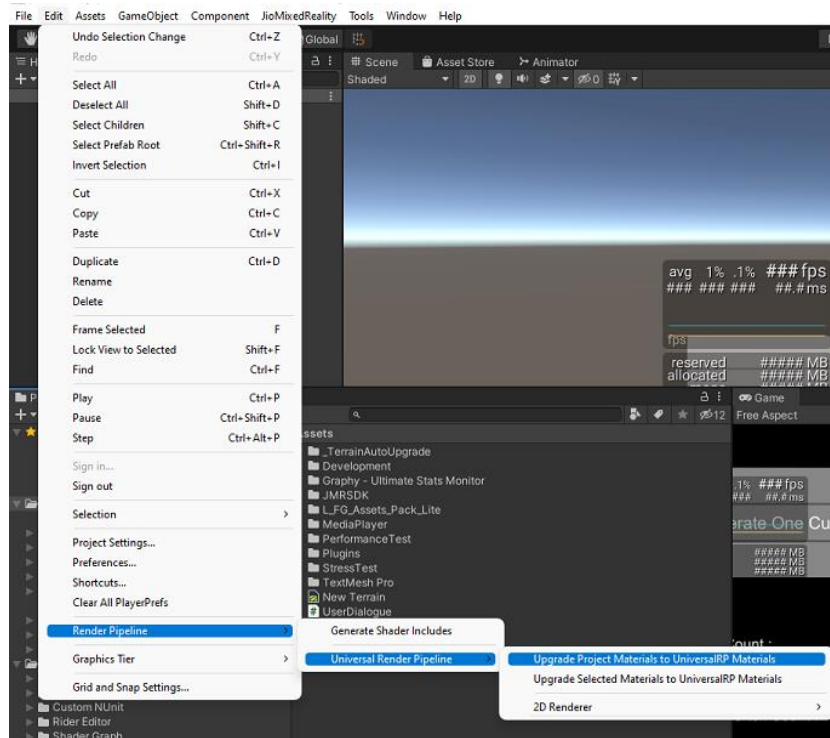
### 1) Install URP

*Window>Package Manager>Universal RP*



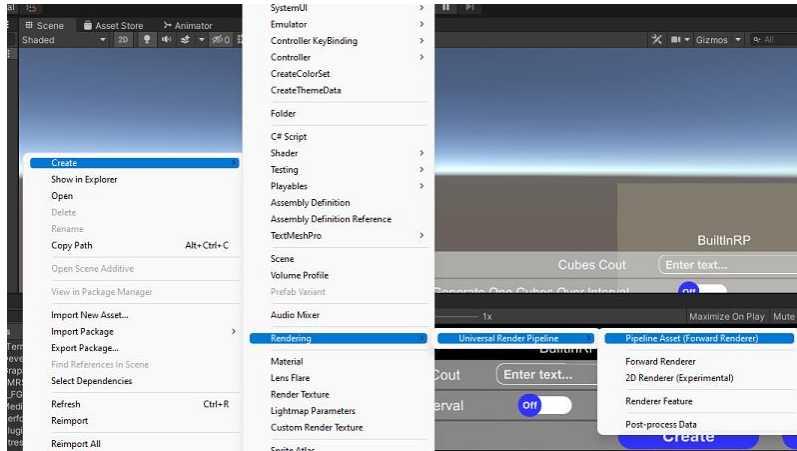
### 2) Upgrade materials in current project to Urp materials

*Edit>Render Pipeline>Universal Render Pipeline>Upgrade Project Materials to UniversalRP Materials*



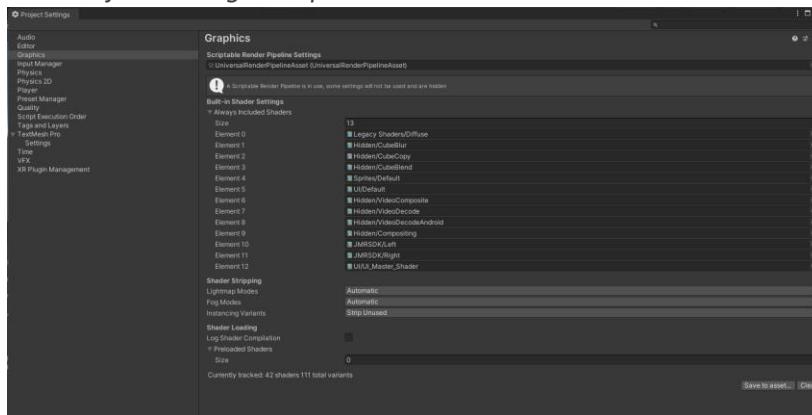
### 3) Create UniversalRenderPipeline Asset

Right Click in the Asset Folder then *Create>Rendering>Universal Render Pipeline>Pipeline Asset (Forward Renderer)*

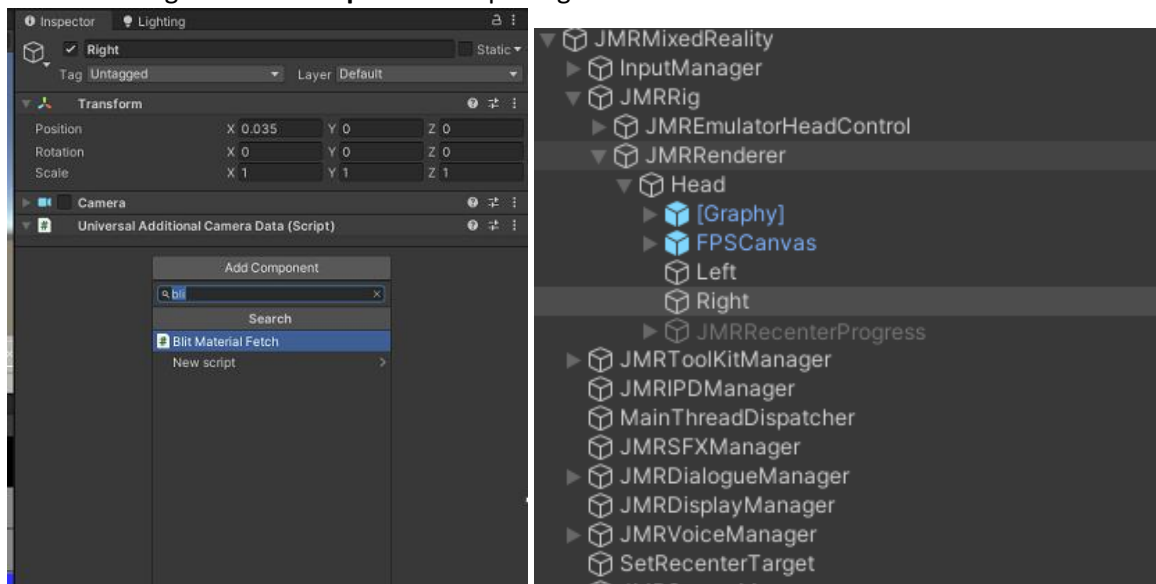


### 4) Assign the pipeline asset you have created to the graphic settings.

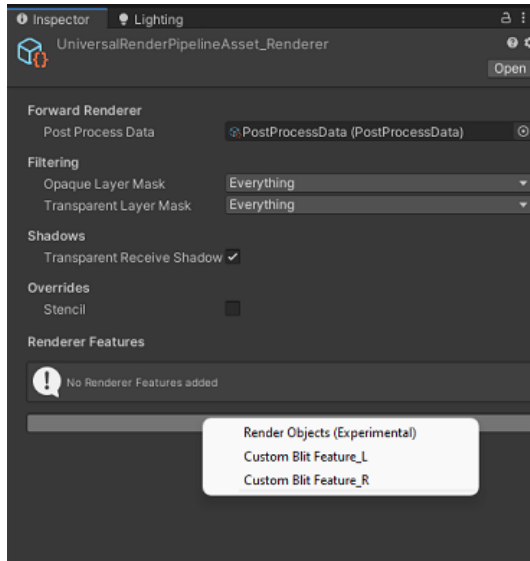
*Edit>Project Settings>Graphics*



### 5) Add **BlitMaterialFetch** script to the **Left and Right Camera** in **JMRMixedReality** prefab under **JMRRig>JMRRenderer>Head**. This script will be in the **JMRSDK\_URP\_Extension** folder which you will get after installing the **JmrSdkUrpExtension** package.



6) Add the custom render features, **CustomBlitFeature\_L** & **CustomBlitFeature\_R** to your pipeline asset renderer. In this case we have **UniversalRenderPipelineAsset\_Renderer**.



8) Replace the **Standard** shader in **JMRSDK>Core>Resources>Shader** with the one from **JMRSDK\_URP\_Extension** folder.

## Reverting back to Built-In Render Pipeline

- 1) **Remove** the **BlitMaterialFetch** script from the **Left & Right cameras** which can be found under in **JMRMixedReality** prefab.
- 2) Delete the **JMRSDK\_URP\_Extension** folder.
- 3) From the **package manager** remove the **UniversalRP package**.
- 4) Re-Import the Jmr sdk packages. This will revert the materials in Jmr sdk which got converted to Universal Render Pipeline/Lit back to built-in standard shader. Unity does not provide a converter to revert materials from URP to Built-In.