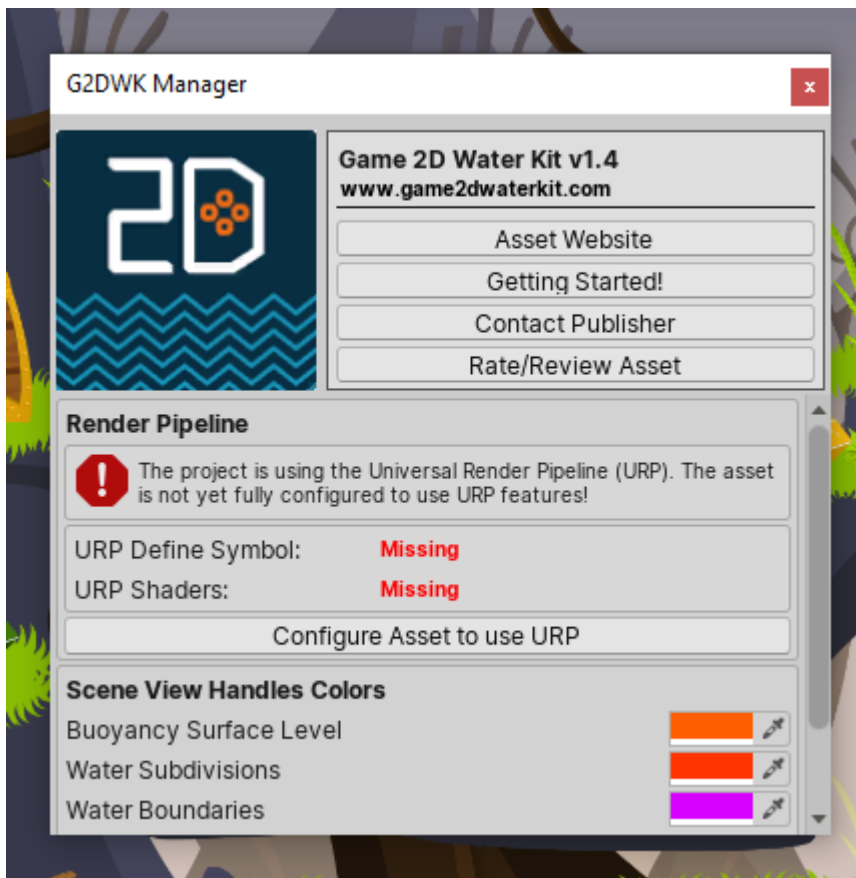
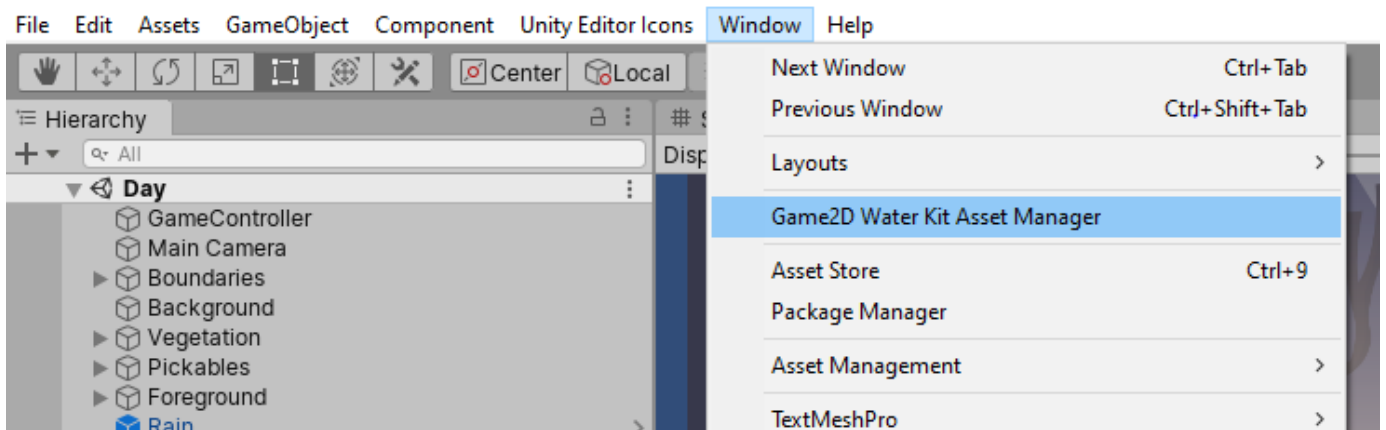


Upgrading To Universal Render Pipeline (URP)

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

We first open the **Game2D Water Kit Asset Manager** window

Window → Game2D Water Kit Asset Manager



And 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.*



Note

The asset supports the Lightweight Render Pipeline (LWRP) as well. And in case the LWRP is been used, the asset will import 2 LWRP compatible shaders (1 unlit and 1 lit shaders) as well as adding the **GAME_2D_WATER_KIT_LWRP** scripting define symbol.

Important

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