



Line Texture Panning Shader

V1.0.0

Requirements:

Unity versions 2019.3.0f6 and newer using the Universal Render Pipeline should support this asset.

REMINDER: This asset is only compatible with the Universal Render Pipeline,

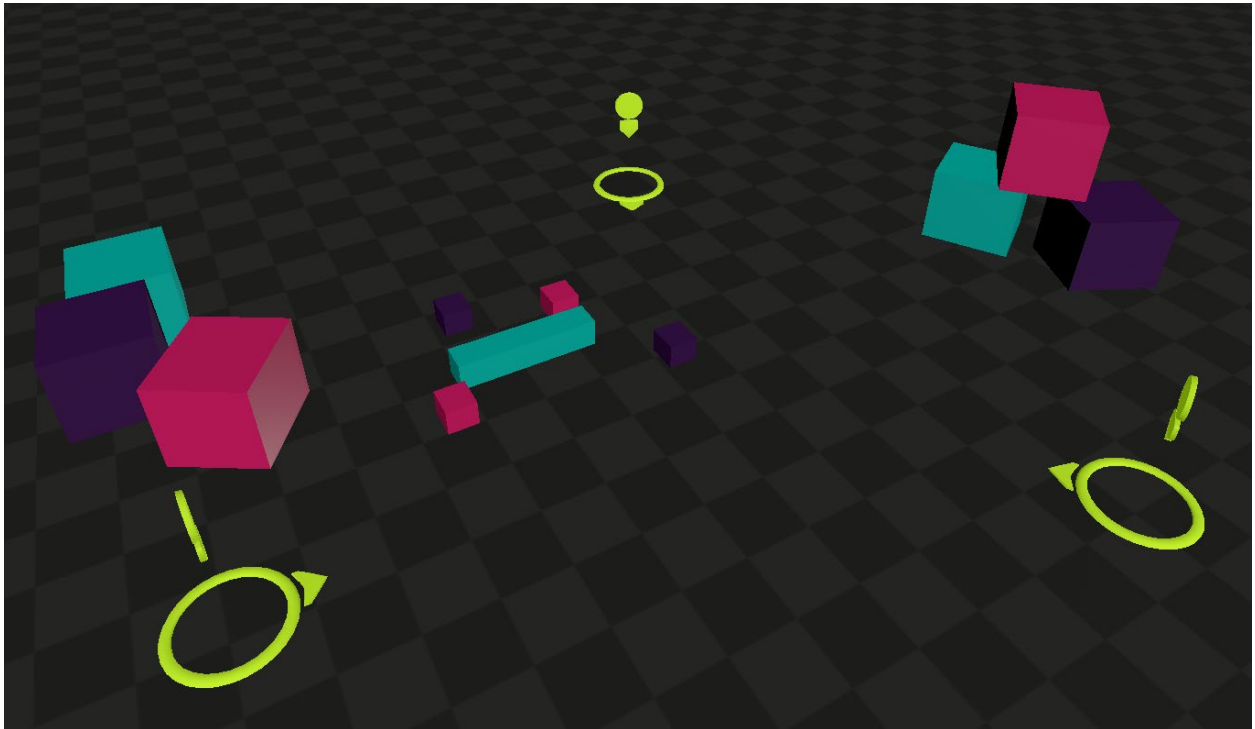
instructions for updating project can be found here:

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@8.2/manual/upgrade-guides.html>

Support Email Address:

pluginsupport@yahagency.com

When imported the Teleport Line Demo scene environment should look like this:



When you press Play, you should be able to see a Line Renderer with the Texture Panning Shader (applied to a secondary material) connecting to one of the Teleport Nodes when pointed in their direction

This should look as follows:

