

## DISABLE ASSEMBLY DEFINITION FILES

A few users had a “Assembly has reference to non-existent assembly ‘Unity.Postprocessing.Runtime’ error reported with the correct package installed.

This seems to be a unity compiler issue. This guide will tell you how to remove the assembly definition files and get around the issue.

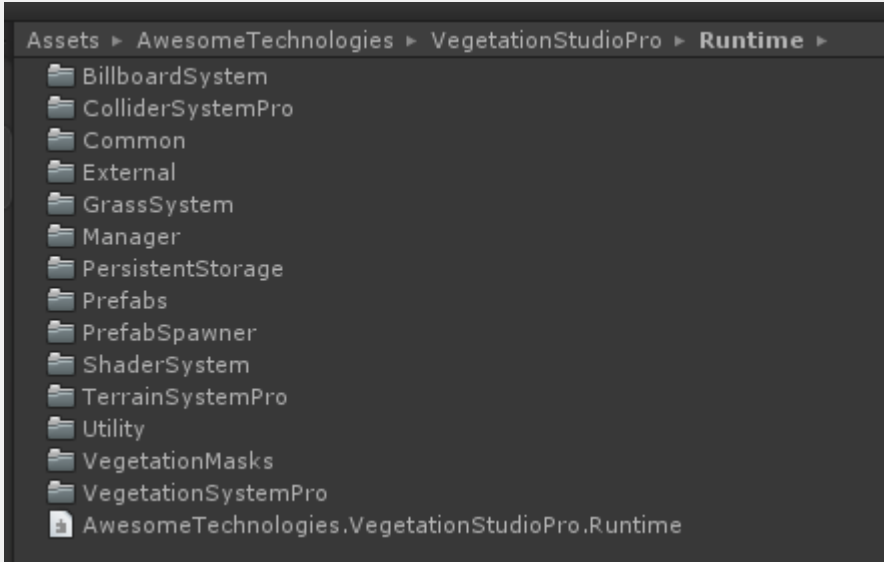
There is 3 simple steps to do this.

- Go to the player settings and enable “unsafe code” this is needed for some internal Job memory copy functions.
- Find the 2 files as shown below and delete them

AwesomeTechnologies.VegetationStudioPro.Editor



AwesomeTechnologies.VegetationStudioPro.Runtime



When deleted Unity should recompile and the error should go away.

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