

When using HDRP, you need to follow these steps in order for the prefab previews to render correctly:

1. select the HDRP asset and set its color buffer format to a format that has an alpha channel:



2. go to **Edit > Project Settings > Player** and add the **GSPAWN\_HDRP** symbol:

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Adaptive Performance Audio Burst AOT Settings Editor Graphics HDRP Global Settings Input Manager Memory Settings Package Manager Physics Physics 2D	Player ● ↓ ↓   Assembly version validation ✓   Allow downloads over HTTP* Not allk▼   Active Input Handling* Input N▼   Mac Configuration ✓   Camera Usage Description* ✓   Microphone Usage Description* ✓   Bluetooth Usage Description* ✓   ▶ Supported URL schemes* ✓
Player Preset Manager Quality HDRP Scene Template Script Execution Order Services Version Control	Script Compilation Scripting Define Symbols GSPAWN_HDRP + - Copy Defines Revert Apply

3. if you initialized GSpawn before enabling HDRP or before performing these steps, click on **Tools > GSpawn > Actions > Refresh Prefab Previews**.

**Note:** Even though this will render the prefab previews correctly, the previews appear slightly darker than normal. Currently, this issue remains unsolved.