

Support & Info

Getting help

- **Email:** Support@Solid24Systems.com
- **Website:** <https://solid24systems.com>

For bug reports and feature requests, email us or use the support page on the website above.

When reporting an issue, please include:

- Unity version and scripting backend (Mono / IL2CPP)
- Target platform
- SolidCore Coroutines version (see [CHANGELOG.md](#) – this release is **1.0.0**)
- A minimal repro or the relevant snippet of your setup

Compatibility

Unity	6000.0 (Unity 6) or newer
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Scripting backend Mono and IL2CPP

Platforms Any platform supporting `netstandard2.1` managed plugins (desktop, mobile, console).

Render pipeline Runtime is pipeline-agnostic. Sample scenes use URP + Text-MeshPro.

Known limitations / notes

- **Explicit tick required.** SolidCore does not hook the Unity `PlayerLoop` for you – call `Tick(deltaTime)` each frame. This is by design (deterministic, testable execution).
- **Dispose ownership.** `CoroutineRunner` / `CoroutineJobSystem` own native memory. Always `Dispose()` them (e.g. in `OnDestroy`) or wrap in `using`.
- `CoroutineJobSystem` **threading.** Schedule and tick from a single owning thread; read `ActiveCount` / `GetDiagnostics()` between frames while workers are idle.
- **Callback registry is append-only.** Delegates registered by authoring-time templates live for the process lifetime; build templates once and reuse them.
- **Demo scenes depend on TextMeshPro** for the HUD. Import TMP Essentials if prompted. The runtime library itself has no TMP dependency.
- **Demo scenes use the legacy Input Manager** (`Input.GetKeyDown`). If your project's **Active Input Handling** (Project Settings → Player) is **Input System Package (New)** only, set it to **Both** or the demo hotkey throws an

`InvalidOperationException`. The runtime library has no input dependency.

- **Demo scenes require URP.** The sample materials are authored for the Universal Render Pipeline; in a Built-in RP project they render magenta. The runtime library is render-pipeline agnostic.

License

SolidCore Coroutines is distributed under the [Unity Asset Store End User License Agreement \(EULA\)](#).

The bundled `SolidCore.Burst` and `SolidCore.Collections` assemblies are dependencies of the coroutine runtime and are covered by the same license.

Credits

SolidCore Coroutines © Aaron Grincewicz – Solid24 Systems.