

2017-06-17 THIS DOCUMENTATION IS SUPERSEDED BY THE [UNITY USER MANUAL LIGHTING SECTION](#). Please note these draft documents will be deleted in the near future.

5.6 DRAFT DOCUMENTATION: This is first draft documentation for a feature that is new in Unity 5.6. As such, the information in this document may be subject to change before final release.

Graphics Settings

The following information should be added to this [page](#) under the **Shader stripping** section :

Note : Automatic shader stripping removes unused shader variations based on the lightmaps, shadowmask usage, lights and light modes in the scenes. If you want to support baked light occlusion in light probes but don't have any shadowmasks in your scene you will thus have to manually enforce keeping shadowmask variations.