Shader Manager Tool

Descripción

Files: CGFShaderManagerTool.cs

Path: "CGF/Editor/Tools/ShaderManager"

Menu: "CGF/Optimization and Analysis/Shaders Manager"

Description

Shader Manager tool to configure which shaders are in project and discard shaders and keywords from build.

Reference

- **Visual Tree Asset** – Root visual tree for the uxml layout.

Use

Open the tool from `CGF/Optimization and Analysis/Shaders Manager` in the Unity editor. Use the controls listed in Reference to configure the window workflow.