Debug

Descripción

Files: Debug.shader

Path: "CGF/Shaders/Others"

Shader menu: "CG Framework/Other/Debug"

Description

Unity shader CG Framework/Other/Debug.

Reference

- **Debug Color** – Debug Color.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.

Use

Assign the shader from `CG Framework/Other/Debug` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.