Checker

Descripción

Files: Checker.shader

Path: "CGF/Shaders/Unlit"

Shader menu: "CG Framework/Unlit/Checker"

Description

Unity shader CG Framework/Unlit/Checker.

Reference

- **Texture** – Main texture.
- **Alpha cutoff** – Alpha Cutoff value.
- **Color** – Main color.
- **Secondary Color** – Secondary color.
- **Squares** – Squares quantity.
- **Offset** – Square offset.
- **Render Mode** – Render Mode.
- **SrcBlend** – SrcBlend.
- **DstBlend** – DstBlend.
- **ZWrite** – ZWrite.
- **Cull** – Cull.

Use

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