

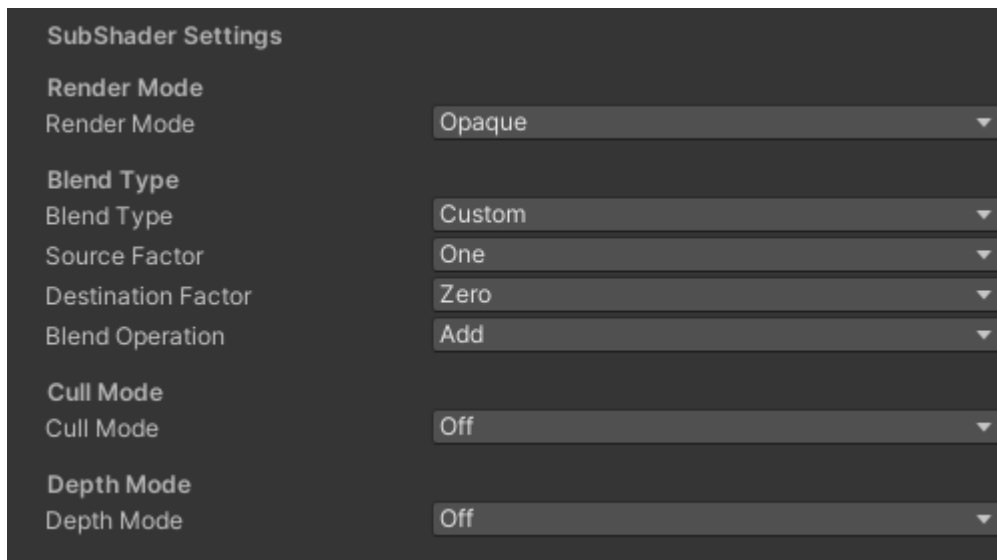
SubShader settings

Descripción

Description

Show the settings of the SubShader.

Reference



- **Render Mode** – Manage the render mode.
- **Blend Type** – Manage the blend type.
- **Source Factor** – Manage the source blend factor.
- **Destination Factor** – Manage the destination blend factor.
- **Cull Mode** – Manage the cull mode.
- **Depth Mode** – Manage the depth mode.

Use

Select a gameobject or prefab or multiple gameobjects and prefabs with a collider or multiple colliders of the same type to to change their collider properties.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    MaterialProperty _RenderMode;
    MaterialProperty _SurfaceRenderMode;
```

```
MaterialProperty _SrcBlend;
MaterialProperty _DstBlend;
MaterialProperty _ZWrite;
MaterialProperty _Cull;
MaterialProperty _BlendType;
MaterialProperty _SrcBlendFactor;
MaterialProperty _DstBlendFactor;

public override void OnEnable()
{
    base.OnEnable();
    GetProperties();
}

private void GetProperties()
{
    _RenderMode = FindProperty("_RenderMode");
    _SurfaceRenderMode = FindProperty("_SurfaceRenderMode");
    _SrcBlend = FindProperty("_SrcBlend");
    _DstBlend = FindProperty("_DstBlend");
    _ZWrite = FindProperty("_ZWrite");
    _Cull = FindProperty("_Cull");
    _BlendType = FindProperty("_DstBlend");
    _SrcBlendFactor = FindProperty("_ZWrite");
    _DstBlendFactor = FindProperty("_Cull");
}

public override void InspectorGUI()
{
    CGFMaterialEditorUtilitiesClass.BuildRenderModeEnum(_RenderMode, this);
    CGFMaterialEditorUtilitiesClass.BuildBlendTypeEnum(_BlendType, _SrcBlend);
    CGFMaterialEditorUtilitiesClass.BuildCullModeEnum(_Cull, this);
    CGFMaterialEditorUtilitiesClass.BuildDepthModeEnum(_ZWrite, this);
}
}
```