

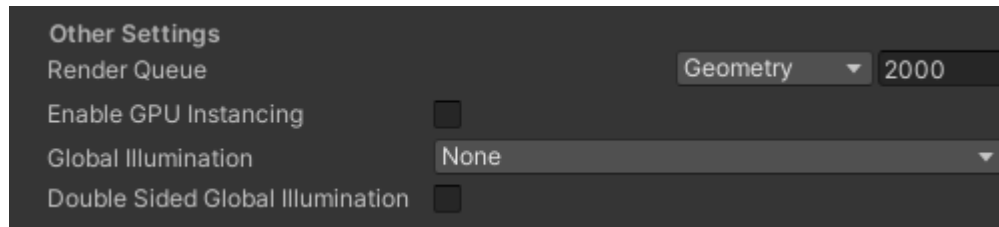
Other Settings

Descripción

Description

Show other settings of the shader.

Reference



- **Render Queue** – Edit the render queue settings.
- **Enable GPU Instancing** – Edit the GPU instancing settings.
- **Global Illumination** – Edit the lightmap emission settings.