

```

1  Shader "Test/Formatter"{
2  Properties      {
3      _MainTex("Main Text",2D)="white"{}
4      _Cutoff("Cutoff",Range(0,1))=0.5
5      _Color("Color",Color)=(1,1,1,1)
6      [Enum(UV0,0,UV1,1)] _UVSec ("UV Set for secondary textures",Float) = 0
7      [MaterialEnum(None,0,Fastest,1,Fast,2,Better,3,Best,4,Palm,5)] _WindQuality ("Wind Quality",Range(0,5)) = 0
8      [KeywordEnum(None,Simple,High Quality)] _SunDisk ("Sun",Int) = 2
9      [MaterialToggle] PixelSnap ("Pixel snap",Float) = 0
10     [Toggle(UNITY_UI_ALPHACLIP)] _UseUIAlphaClip ("Use Alpha Clip",Float) = 0
11     [MaterialToggle] PixelSnap ("Pixel snap",Float) = 0
12     [ToggleOff] _GlossyReflections ("Glossy Reflections",Float) = 1.0
13 }
14 Category{
15     Blend One OneMinusSrcAlpha
16 }
17 SubShader{
18     // ---- cmd_stm ----
19     AlphaToMask True ColorMask RGB AlphaTest off AlphaTest Greater [_Cutoff]
20     BindChannels {
21         Bind "Vertex", vertex Bind "normal", normal
22         // lightmap uses 2nd uv
23         Bind "texcoord1", texcoord0
24         // unused
25         Bind "texcoord1", texcoord1
26         // main uses 1st uv
27         Bind "texcoord", texcoord2
28     }
29     Blend Off      Blend One OneMinusSrcAlpha      Fog { Mode off }
30     // in additive pass fog should be black
31     Fog { Color (0, 0, 0, 0) }
32     Material{
33         Diffuse [_Color]
34         Ambient [_Color]
35         Shininess [_Shininess]
36         Specular [_SpecColor]
37         Emission [_Emission]
38     }
39     Name "BASE"
40     Offset [_ZBias], [_ZBias]
41     Stencil { Comp Always Pass Zero }
42     SetTexture [_MainTex] {
43         combine texture * primaryDOUBLE, texture * primary
44     }
45     SetTexture [unity_Lightmap] {
46         matrix [unity_LightmapMatrix] constantColor [_Color] combine texture * constant
47     }
48     Tags {
49         "RenderType" = "TreeOpaque"
50         "DisableBatching" = "True"
51     }
52     // ---- cmd_stm ----
53
54     // ---- shr_pass ----
55     GrabPass {
56     Name "BASE"

```

Before