

```

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

```

Before