

```
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