



Unity Asset - ShaderlabVSCode v1.5.2

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Unity Asset - ShaderlabVSCode is a Visual Studio Code extension tailored for Unity Shaderlab programming.

How to use the Visual Studio code plugin to design your project?

You can use "Unity Asset - ShaderlabVSCode" to design your project.

It features syntax highlighting, code completion, hover information, documentation comments, signature help, code snippets, go-to definition, document formatting, and document symbols. Additionally, it supports the Scriptable Render Pipeline (SRP) and is compatible with macOS, Windows, and Linux platforms.

"Unity Asset - ShaderlabVSCode" Samples:



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