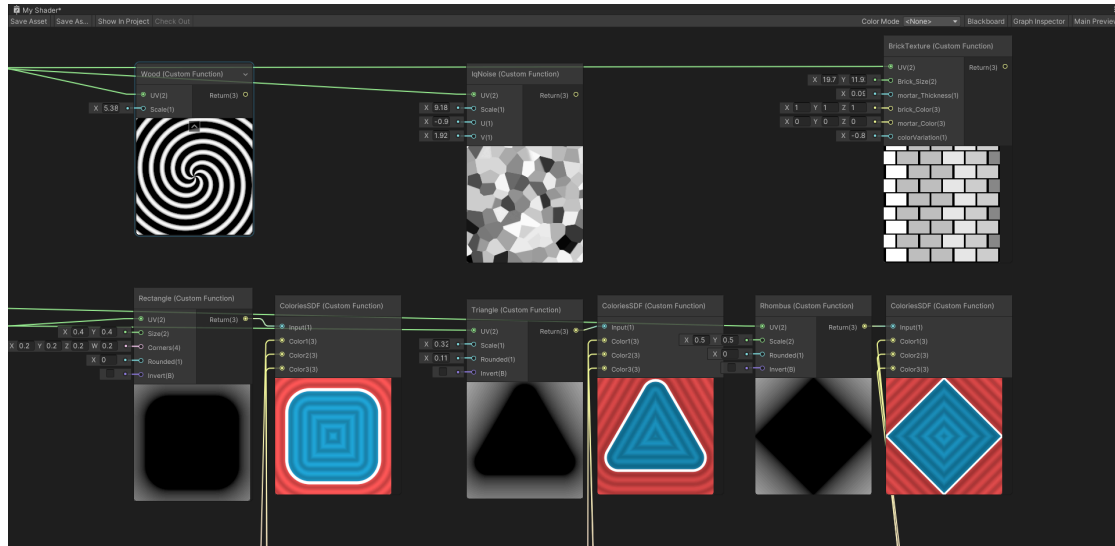# More Nodes : Documentation

By Alla eddine rakik
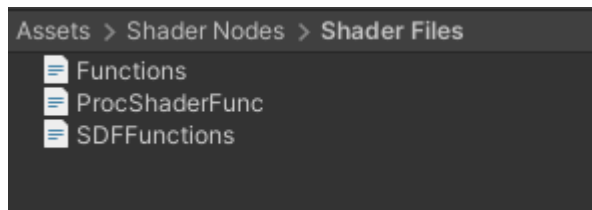

Warning: using too many nodes in one shader can impact performance !
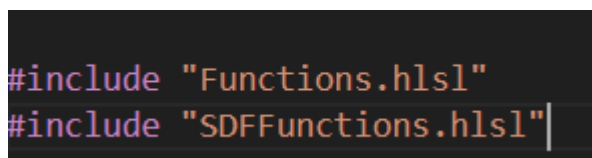
How it works

Video Guide

More nodes is a library of custom function nodes, the nodes all reference 3 hlsl files

These files must always stay i the same folder as each other as they depend on each other to function

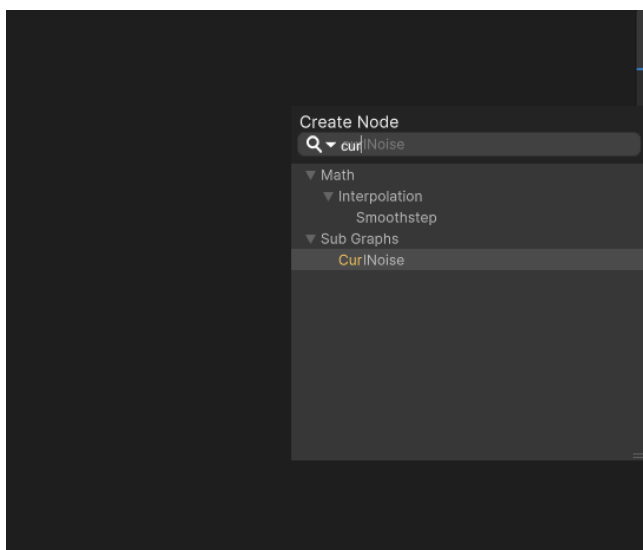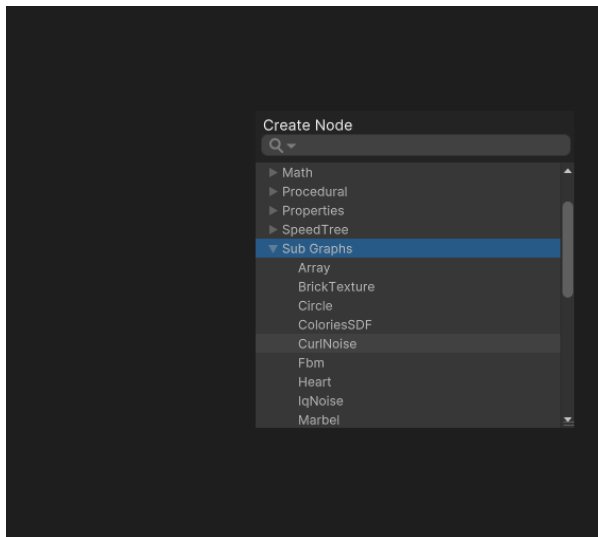To use a node from the library, there are 2 ways

First way (recommended)

To open the All Nodes shader graph that comes with the package, find out which of the nodes you want to use and copy them
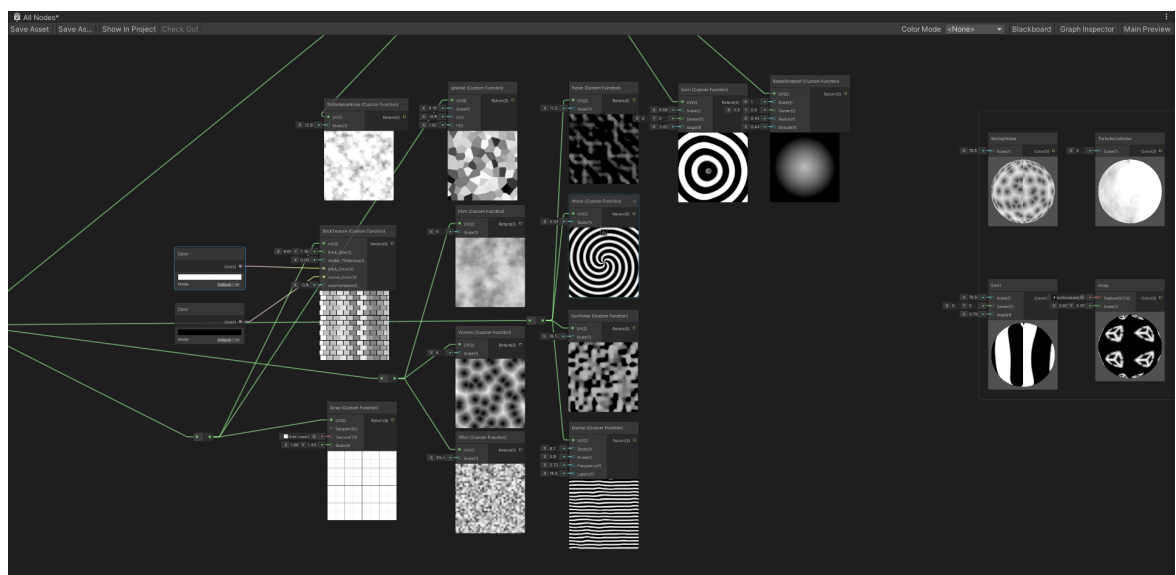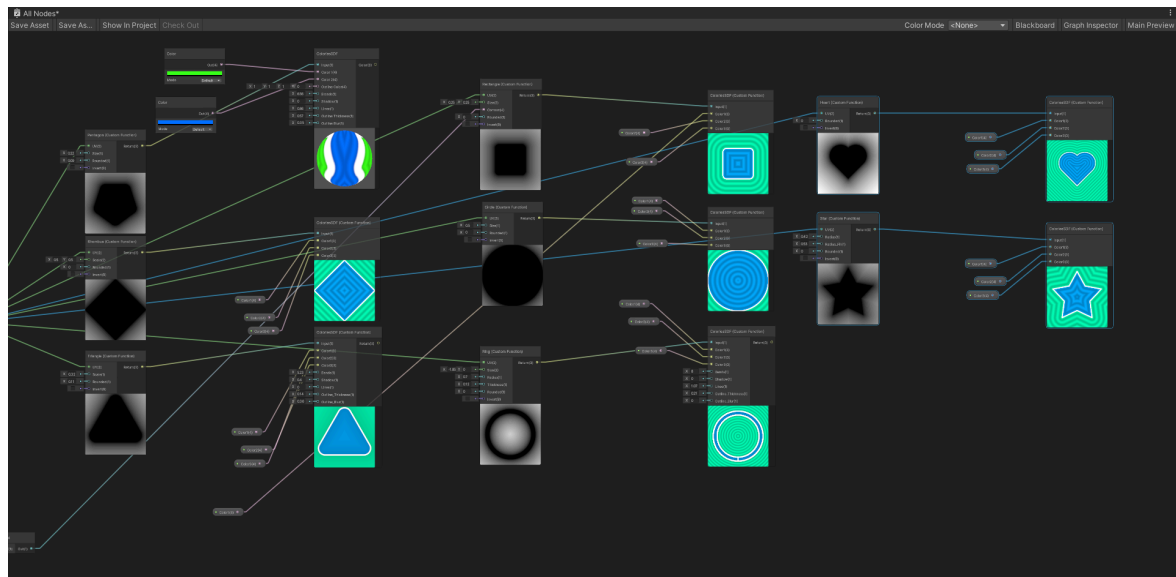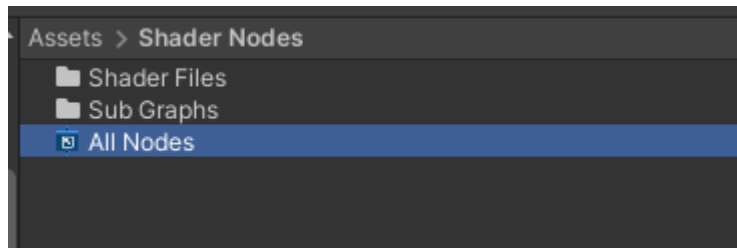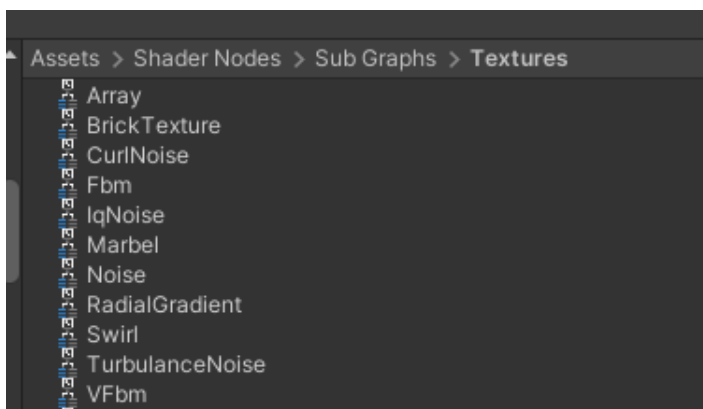

Second way

To search the node you want by name from the create menu in the shader graph,

or find it in the sub-graph files and drag it in your shader

Note: using the sub-graph version makes the preview spherical, which is not great when trying to mix nodes, first method is better.

If you have any questions, feel free to contact me at allaeddinerakik@gamil.com