Juan Shader&Graph GUI Cheat Sheet

You can find the complete document here:

https://github.com/HuangJuanLR/Juan_ShaderandGraphGUI

Shader GUI Drawers

Syntax	Drawer
[Folder(Folder Name)]	**Folder**
[Folder(Folder Name, True)]	**Folder Always Open**
[Folder(Folder Name, _Property/_KEYWORD, Condition)]	**Folder with Property/Keyword (Condition Specified) (On/Off, Float)**
[Folder(Folder Name, _ Property /_KEYWORD)]	**Folder with Property/Keyword (Condition Unspecified) (On/1.0/Not-Null as True)**
[FeatureFolder(Folder Name, _KEYWORD)]	**Feature Folder**
[ConditionFolder(_Property/_KEYWORD)]	**Condition Folder (Indented)**
[ConditionFolder(_Property/_KEYWORD, Condition)]	**Condition Folder with Condition (On/Off, Float)**
[Close]	**Close Folder/FeatureFolder/ConditionFolder**
[Texture]	**Thumbnail Texture**
[Texture(_Property)]	**Texture with Inline Property**
[Texture(#_Property)]	**Texture with Hide-If-Null Property (Also works in other variants with property)**
[Texture(_ColorName, HDR)]	**Texture with HDR Color**
[Texture(_KEYWORD)]	**Texture with Keyword**

[Texture(_Property, _KEYWORD)]	**Texture with Prop, Keyword**
[Texture(_ColorName, _KEYWORD, HDR)]	**Texture with Prop, Keyword, HDR**
[Remapping]_FloatMinMax [HideInInspector]_FloatMin [HideInInspector]_FloatMax	**Remapping with three Floats (Using Default Value as Range) (The first Float just for displaying)**
[Remapping]_VectorProperty	**Remapping with Vector (Only x, y are used)**
[QuickSlider]	**QuickSlider (0.0 to 1.0 by default)**
[QuickSlider(0.0, 5.0)]	**QuickSlider with Range**
[QuickSlider(0, 5, Int)]	**QuickSlider Int**
[Vector2] [Vector3] [Vector4]	**Vector2** **Vector3** **Vector4**
[Text(Enter your text here #n to change new line, type)]	**Text (Type: label/info/warning/error)**
[Text(Enter your text here)]	**Text without type (label by default)**
[EmptySpace]	**EmptySpace 10.0f by default**
[Separator]	**Separator 1.0f by default**
[EmptySpace(20)]	**EmptySpace with Height**
[Separator(5)]	**Separator with Height**

Shader GUI Special Drawers

Syntax	Drawer
[ScaleOffset(_TextureName)]	**Scale Offset**

[CullMode]	**Cull Mode**
[QueueOffset]	**Queue Offset**
[SurfaceType]	**Surface Type**
[SpecularOcclusionMode]	**Specular Occlusion Mode**
[DoubleSidedNormalMode]	**Double Sided Normal Mode**

Shader Graph GUI Syntax

Syntax	Drawer
[$]Folder Name	**Folder**
[$(True)]Folder Name	**Folder Always Open**
[$(_Property/_KEYWORD)]Folder Name	**Folder with Property/Keyword (Condition Unspecified) (On/1.0/Not-Null as True)**
[$(!_Property/_KEYWORD)]Folder Name	**Folder with Invert Property/Keyword (! In front) (Off/0.0/Null as True)**
[$(_Property/_KEYWORD, Condition)]Folder Name	**Folder with Property/Keyword Condition (On/Off, Float)**
[+]Shader Feature Name	**Feature Folder**
[?(_Property/_KEYWORD)]Random Name [?(!_Property/_KEYWORD)]Random Name	**Condition Folder** **Condition Folder Invert** **Condition Folder with Condition (On/Off,**

[?(_Property/_KEYWORD, Condition)]Random Name	**Float)**
[Close]Random Name	**Close Folder/FeatureFolder/ConditionFolder**
^Random Name	**Separator**
%Random Name	**Space**
^(float)Random Name	**Separator with Height**
%(float)Random Name	**Space with Height**
Texture will be Thumbnail by default	**Thumbnail Texture**
&_InlineProperty	**Texture with Inline Property**
&&_InlineProperty	**Texture with Hide-If-Null Property (Also works in other variants with property)**
&_BOOLEANKEYWORD	**Texture with Keyword**
@2VectorName	**Vector2**
@3VectorName	**Vector3**
@4VectorName	**Vector4**
~VectorName	**Remapping (Use Default Value as Range)**
[*(Enter your text here #n to change new line, type)]	**Text (type: label/info/warning/error)**
[*(Enter your text here)]	**Text without type (label by default)**
#VectorName	**ScaleOffset**