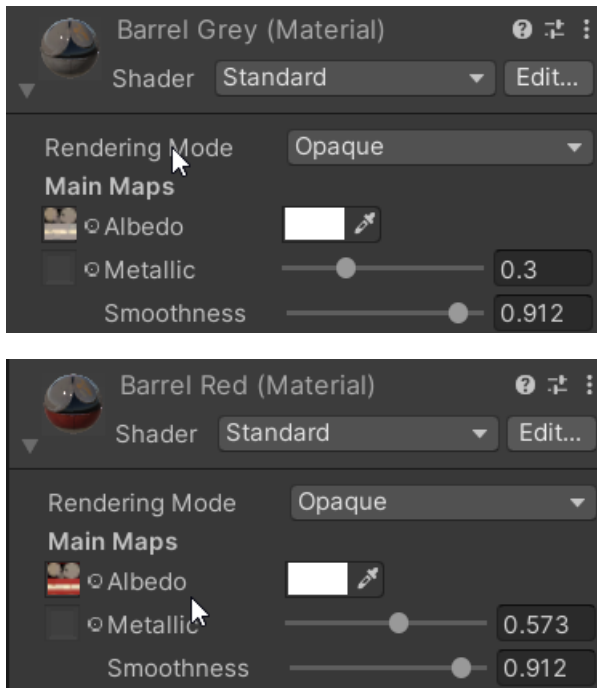


Explanation

In this scene, there are two barrels with nearly identical materials. The only difference between them, which prevents the combiner from working, is the 'Metallic' parameter of the shader.



To combine materials that have different parameters, we need to adjust the **Shader Properties**.

1. Create a Materials Combiner – **Tools -> NGSTools -> Super Level Optimizer 2 - > Materials Combiner**.
2. In the **Selection Tool**, select **Add Automatic** to automatically include the barrels.
3. If you press **Combine** now, nothing will happen because of the differing **Metallic** values.
4. To fix this, you need to configure the **Shader Properties**.
5. Go to **Shader Properties Edit -> Edit Shader Properties**.
6. Set the **Metallic** parameter to **Ignore** (as shown in Image 3), or define a **Threshold** value to allow slight differences (e.g., if the difference in Metallic values is within the threshold, the materials can still combine).
7. Press **Combine**.

Shader Properties Editor

▼ Standard

Allow Combine:



Main Texture:

_MainTex

► Texture2D

▼ Float

| | | | |
|-----------------------------------|--|------------|---|
| _Cutoff (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _Glossiness (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _GlossMapScale (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _SmoothnessTextureChannel (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _Metallic (Float) | <input checked="" type="checkbox"/> Ignore | Threshold: | 0 |
| _SpecularHighlights (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _GlossyReflections (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _BumpScale (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _Parallax (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _OcclusionStrength (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _DetailNormalMapScale (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _UVSec (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _Mode (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _SrcBlend (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _DstBlend (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |
| _ZWrite (Float) | <input type="checkbox"/> Ignore | Threshold: | 0 |

► Color

Reset