ShaderlabVS Pro

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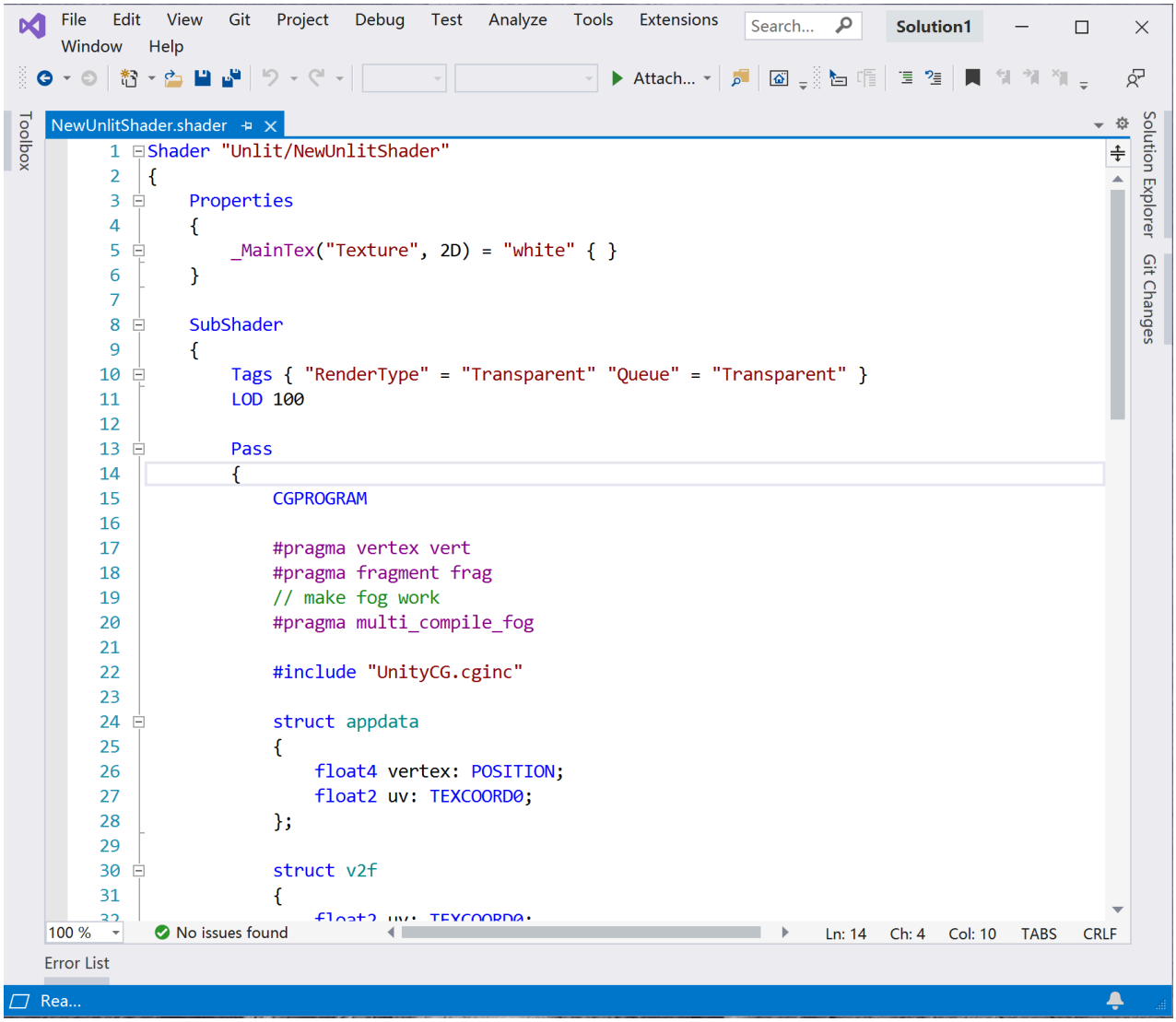
Introduction

ShaderlabVS Pro is a Visual Studio Plugin for Unity Shaderlab programming.

Documents | **Forum** | **Email** | **Asset Store**

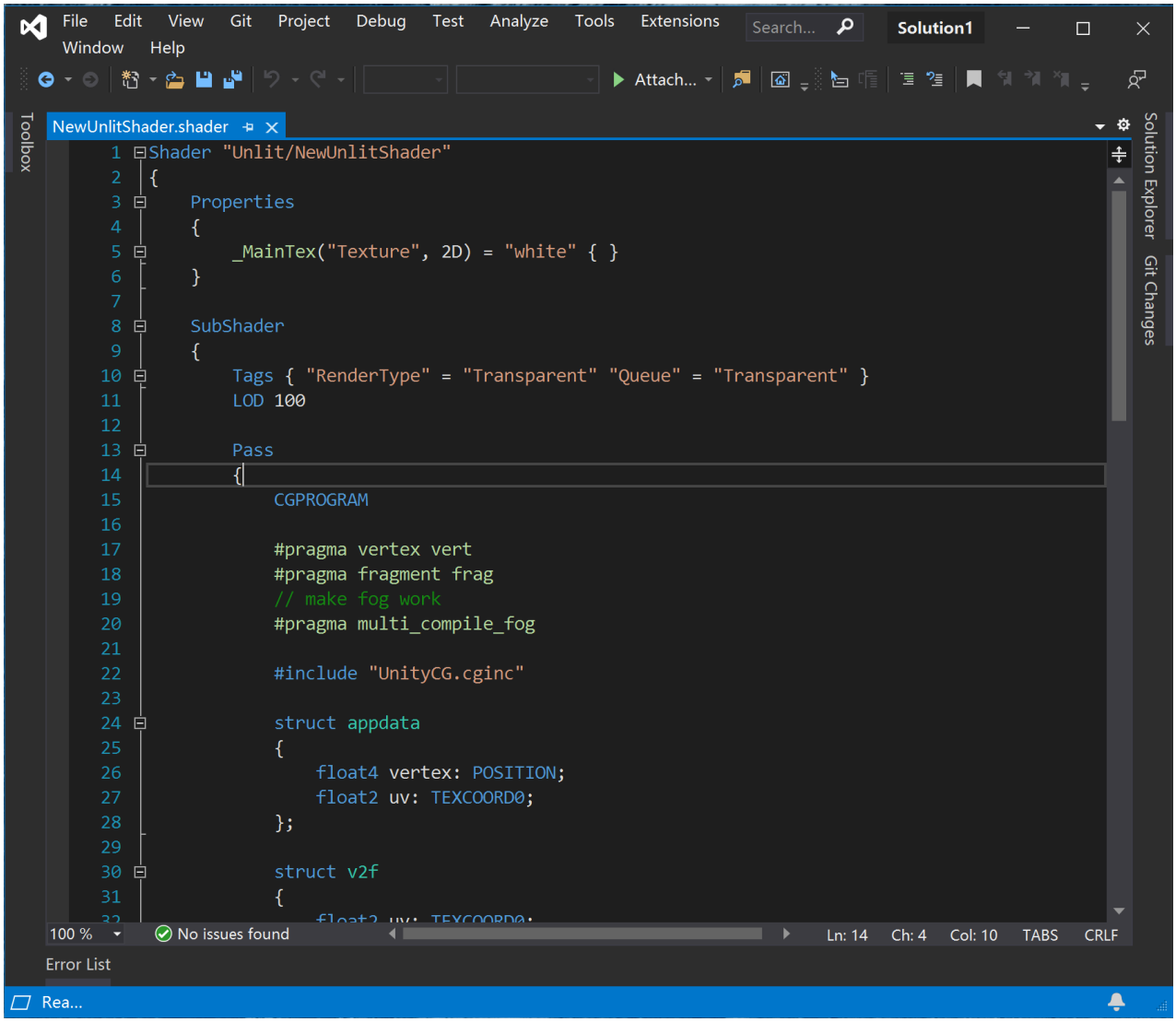


Installation

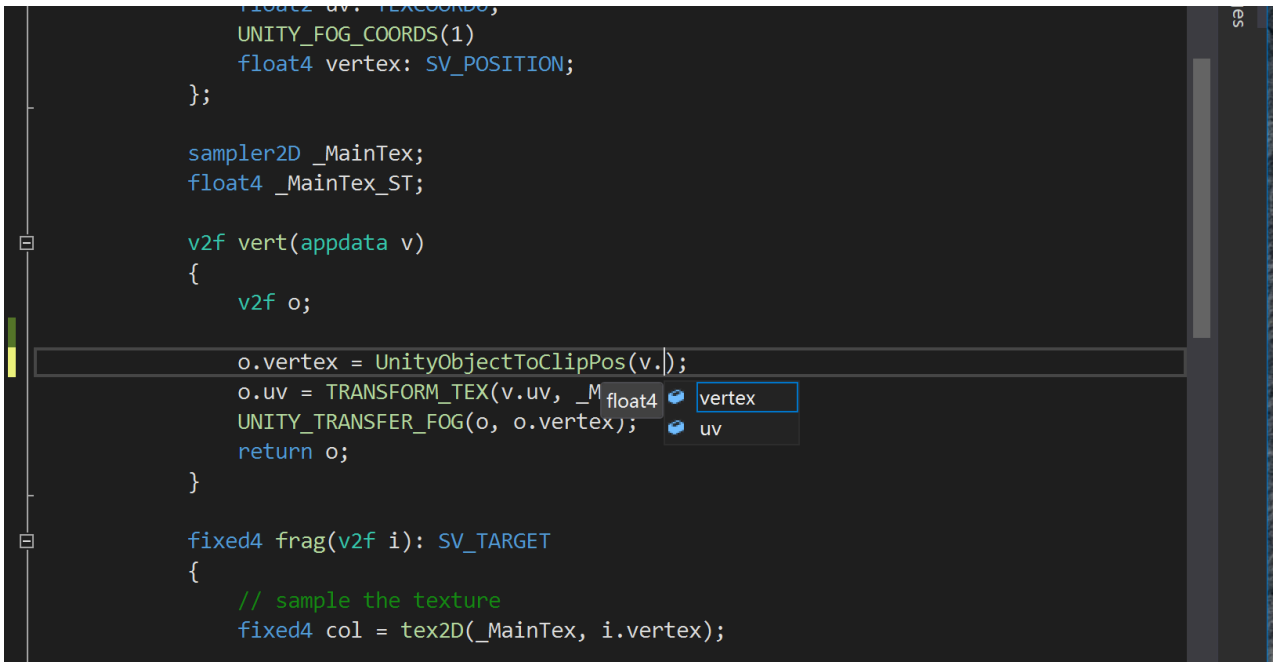
1. Get .vsxi file under path `Assets/ShaderlabVS/VSPlugin`
2. Double click the .vsxi file, a Visual Studio extension install window will pop up
3. Click `Install` button on install the window
4. After install successfully, restart Visual Studio

Main Features

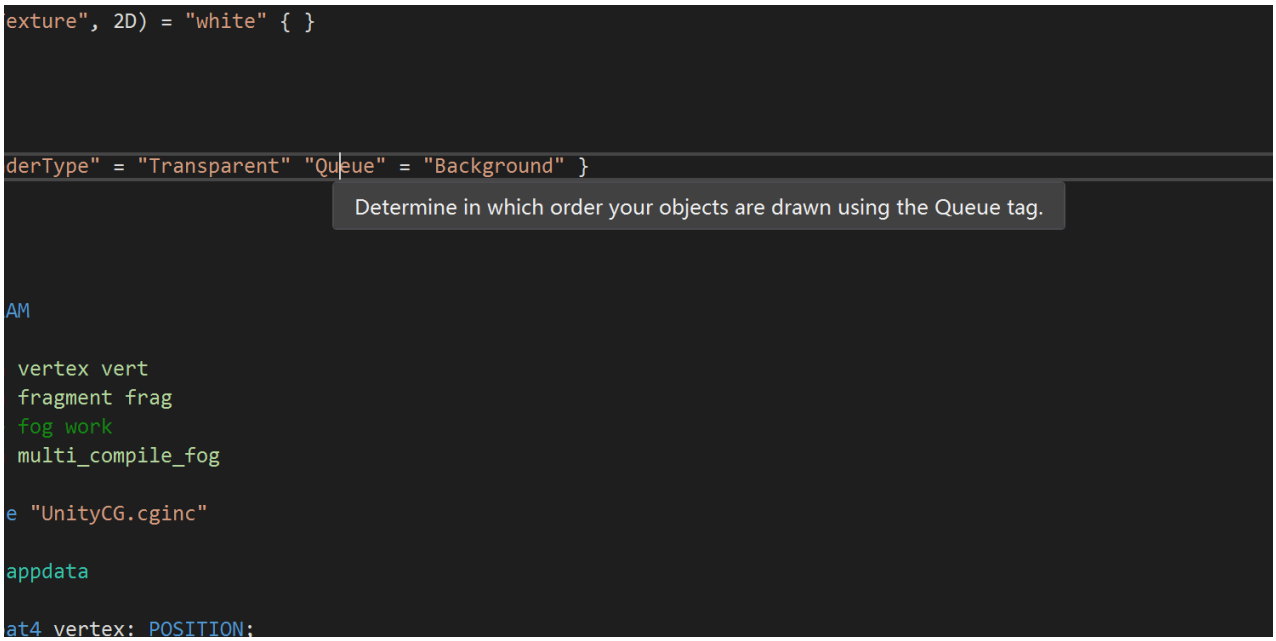
1. Syntax Highlighting



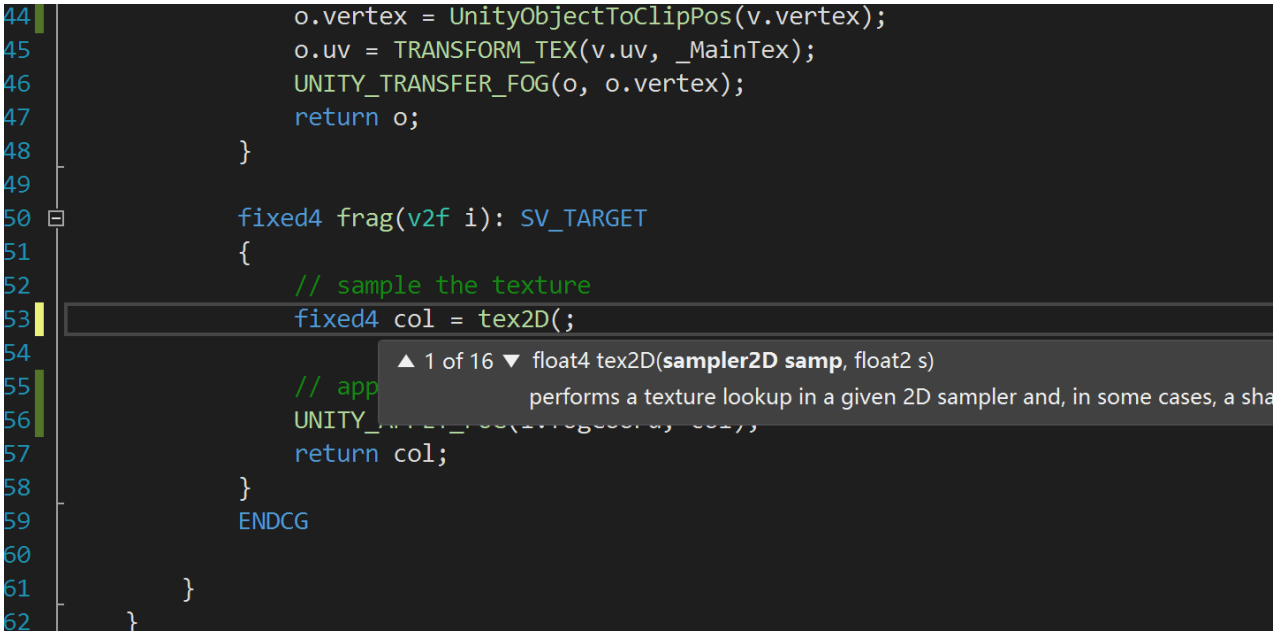
2. Code Completion and Basic Intellisense



3. Hover Information



4. Signature Help



5. Auto Format

Format Document

via menu `Editor -> Advanced -> Format Document`

Format Selection

Place Open Brace On New Line

We can set brace formatting style in **Tools** -> **Options** -> **Text Editors** -> **Shaderlab** -> **Formatting** page.

If `Place Open Brace On New Line` is `true`, after formatting, open brace will be in new line, like below

```
if (true)
{

}
```

if `Place Brace On New Line` is `fase`, after formatting, open brace will not in new line.

```
if (true) {

}
```

Macros Alignment Modes

In Settings, there is an item under `ShaderlabVScode` section named `Formatting: Style`, change the `Macros alignment modes` to set formatting mode for macros.

Indentation with hierachy

```
Subshader
{
    Pass
    {
        CGPROGRAM
        void MacroTest()
        {
            float c;
            #if 0
                c = 0;
                #if 1
                    c = 1;
                #endif
            #endif
        }
        ENDCG
    }
}
```

Indentation without hierachy

```
Subshader
{
    Pass
    {
        CGPROGRAM
        void MacroTest()
        {
            float c;
         #if 0
                c = 0;
         #if 1
                c = 1;
         #endif
         #endif
        }
        ENDCG
    }
}
```

No Indentation but with hierachy

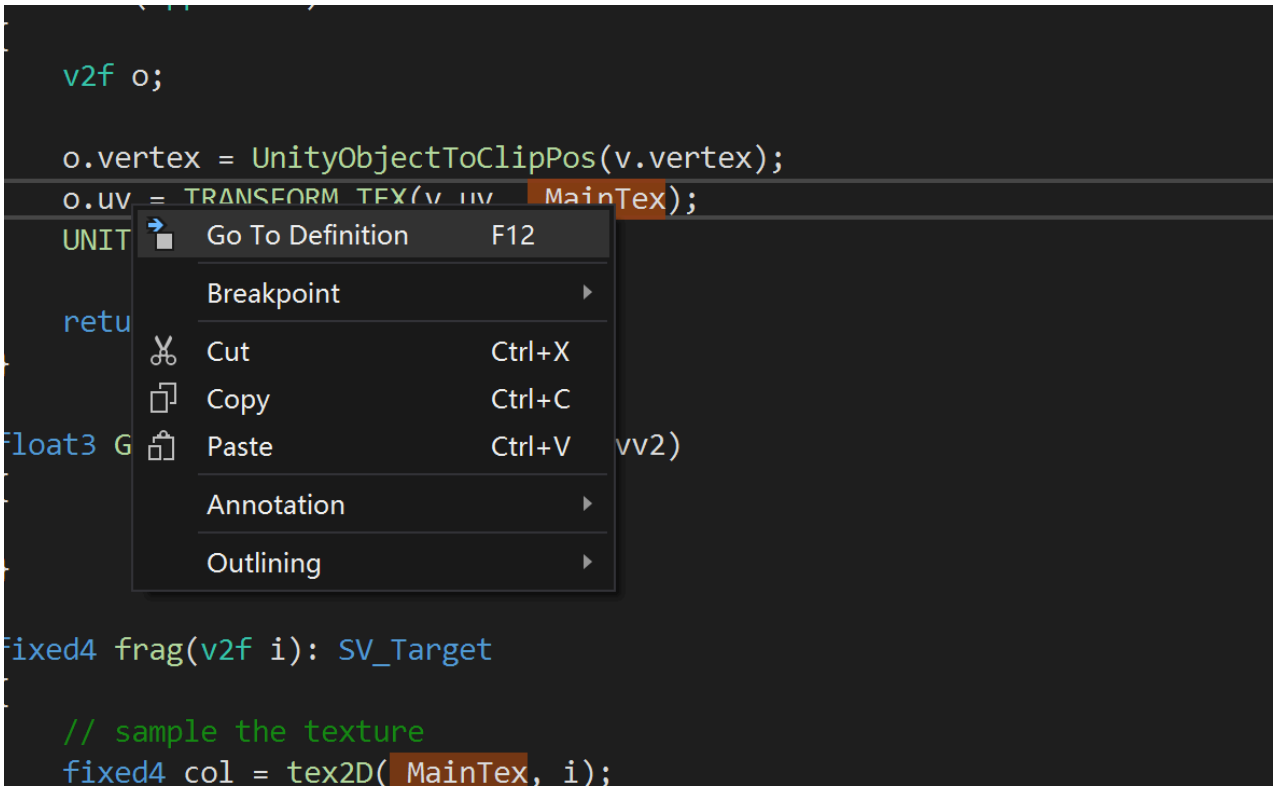
```
Subshader
{
    Pass
    {
        CGPROGRAM
        void MacroTest()
        {
            float c;
#if 0
            c = 0;
    #if 1
            c = 1;
    #endif
#endif
        }
        ENDCG
    }
}
```

No Indentation and without hierachy

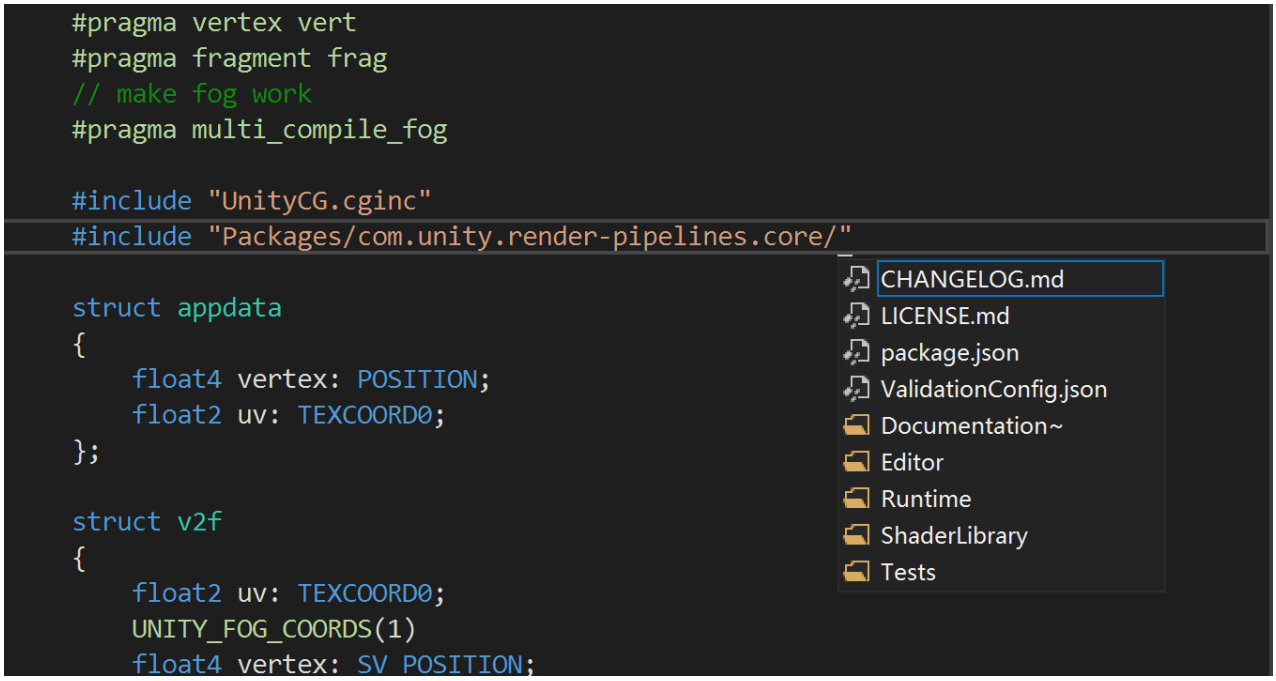
```
Subshader
{
    Pass
    {
```

```
        CGPROGRAM
        void MacroTest()
        {
            float c;
#if 0
            c = 0;
#if 1
            c = 1;
#endif
#endif
        }
        ENDCG
    }
}
```

6. Go To Definition



7. Support SRP



8. Code Snippets

Below are the snippets:

Snippets	Description
blend1-dc_1	Blend OneMinusDstColor One
blend1_1-sa	Blend One OneMinusSrcAlpha
blend1_1	Blend One One
blenddc_0	Blend DstColor Zero
blenddc_sc	Blend DstColor SrcColor
blendsa_1-sa	Blend SrcAlpha OneMinusSrcAlpha
cgp	CGPROGRAM...ENCG
for	`for` loop
forr	Reverse `for` loop
glp	GLSLPROGRAM...ENCGLSL
hlp	HLSLPROGRAM...ENDHLSL
if	if { ... }
ifelse	if {...} else {...}
inc	#include ""
incpkg	#include "Packages"

incucg	#include "UnityCG.cginc"
prop2d	`2D` type property
propc	`Color` type property
propcube	`Cube` type property
propf	`Float` type property
proprange	`Range` type proprety
props	Properties { ... }
propv	`Vector` type property
region	//region ... //endregion
region2	//#region ... //#endregion
shader	Shader { ... }
struct	struct { ... };
subshader	SubShader { ... }
tags	Tags { ... }
tagtt	Tags with both of RenderType and Queue is Transparent

CHANGELOG

v1.1.1

- Improve macros formatting in AutoFormat
- Fix exception when `place brace in new line` is `fase` in Auto Format
- Fix bug that code completion of struct with method members is not correct

v1.1.0

- Add `Format Selection` feature
- Better HLSL Supports that add more keywords and builtin methods
- Better Outlining that support regions and program blocks
- Better macros formatting. We can change different styles in `Macros Alignment Modes` settings
- Better Syntax highlighting for types and methods
- Fix bugs that StructuredBuffer show as Buffer type in hover information
- Fix some formatting bugs that breaking shader compile

v1.0.5

- Better code completion match
- Add version update notification
- Fix some minor bugs

v1.0.4

- Improve highlighting for all occurrences will ignore comment line
- Improve performance for large files
- Fix bug that highlighting is not work for last comment line of code

V1.0.3

- Add `placing open brace on new line` formatting style
- Add type info in hover information
- Fix bug that variables in method cannot found in `Go To Definition`
- Fix type name is wrong for some variables/members in some scenarios

V1.0.2 Beta3

- Add `Go To Definition` features for methods/variables/types
- Add highlighting for all occurrences for selected word
- Add signature help support for method defined by macros
- Improve brace match marker background color
- Fix bug that method defined by macros are missing in completion
- Fix bug that duplicated completion item in Code Complete
- Fix bug that built-in included shader libraries are missing

V1.0.1 beta2

- Improve syntax highlighting
- Add code snippets support

v1.0 beta1

init commit

For more information

Visit site http://www.amlovey.com/shaderlabvs