

## ShaderPropertyChanger Documentation

**About :** This plugin will help you to change the properties of a shader on runtime.

e.g. Properties like Base,LightMap,Shineness.....etc.

**Requirements :** Image format must be .jpg or .png. These two are recommended.

.tga may work most of the times. Other formats must be avoided.

### **This plugin works for 2 types of objects**

- a) A Single object
- b) A group of object

The script is automated and works with only 3 settings must be done before running the program. A step – by – step process is explained for both kinds of objects.

First import the plugin into your unity project.

### **For Group Objects**

Attach the script ShaderPropertyChangerGroup.cs to the group of objects.

- 1) In the inspector, to **Object Group** variable assign the group of objects.
- 2) In the inspector, to **Path** assign the path of Light Map image file.

Note : Replace all the \ with /.

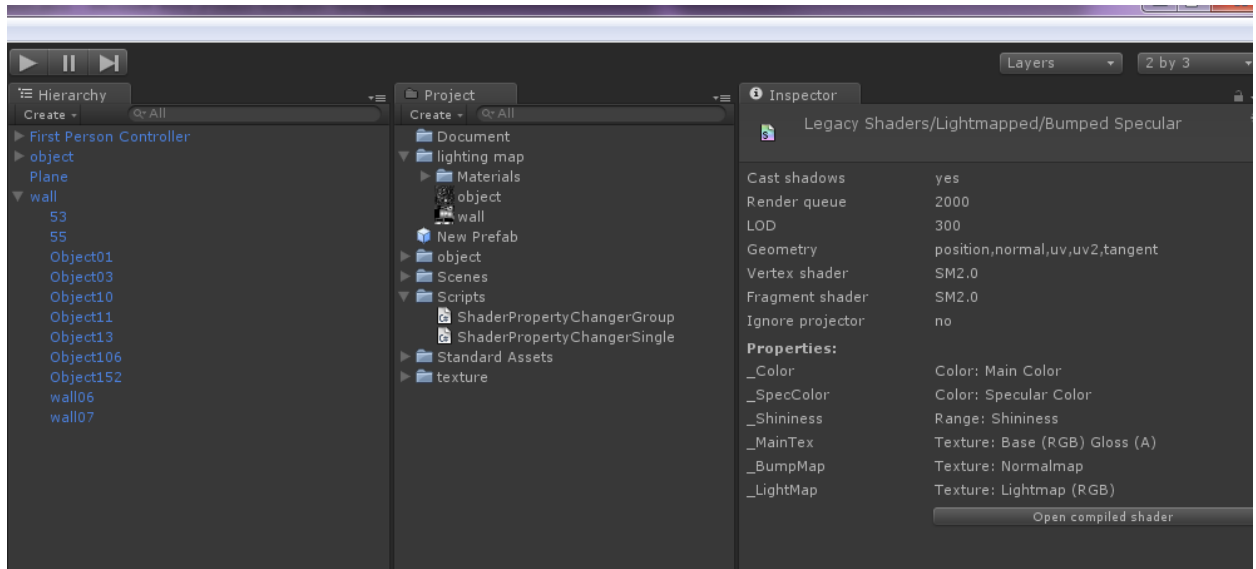
e.g. c:/abc.jpg

- 3) You need to determine **Property Name** for the shader property you need to change in runtime.  
e.g. LightMap

**Note:** You must use the correct name of the property so follow the steps below.

**Click on any object within the group of objects. In the inspector click the edit button beside the shader name.**

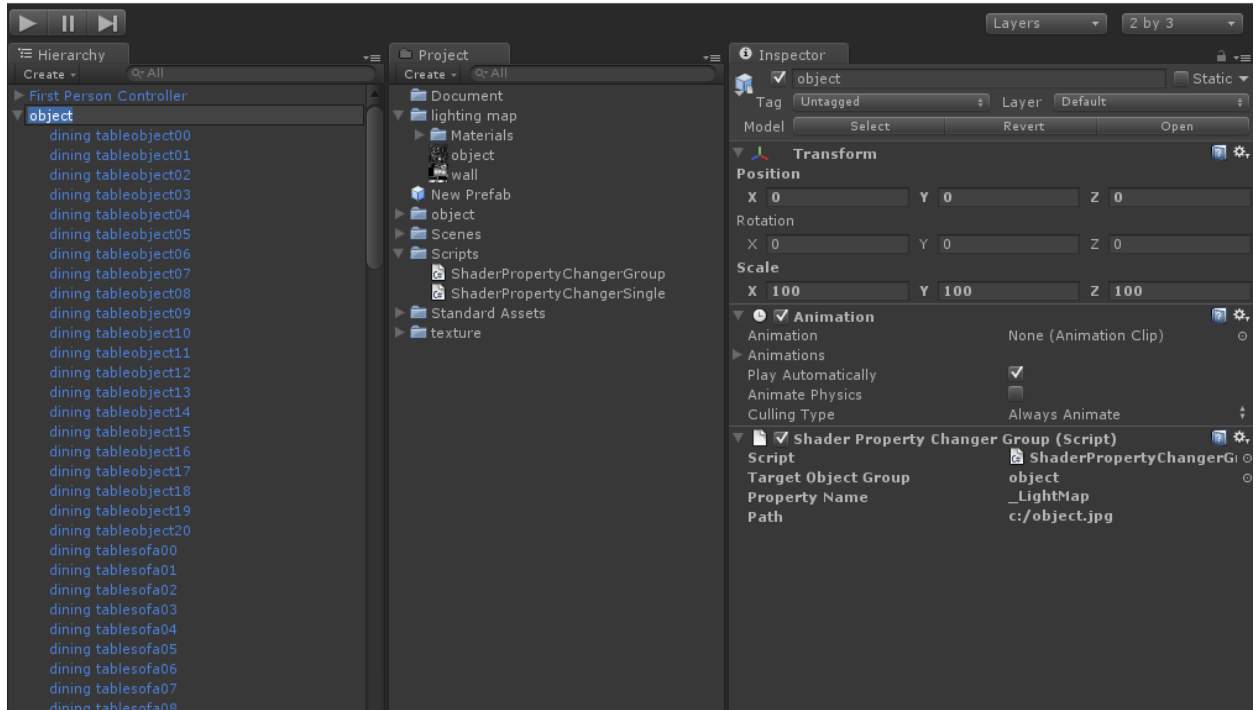
**The inspector will open a new window with all the shaders information.**



Since we want to change the light map property you need to use the same name as “\_LightMap” and write it in the Property name of the Inspector. It is case sensitive.

4) Run the program

**Example:**



### For Group Objects

Attach the script ShaderPropertyChangerSingle.cs to the group of objects.

Follow same steps from 1-4 as mentioned for Group of objects.