ShaderlabVSCode

Introduction

ShaderlabVSCode is a Visual Studio Code extension for Unity Shaderlab progamming.

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

Installation

Running On Mac

1. Import ShaderlabVSCode unity package into Unity Editor.
2. Download Visual Studio Code for macOS.
3. Double-click on the downloaded archive to expand the contents.
4. Drag `Visual Studio Code.app` to the `Applications` folder, making it available in the Launchpad.
5. Launch VS Code, Open the `Command Palette (⇧⌘P)` and type 'install from vsix' and then press `Enter` key on keyboard.
6. Select the vsix file under `ShaderlabVSCode/VSCodePlugin/` folder of Unity Project
7. Restart Visual Studio Code

Running On Windows

1. Import ShaderlabVSCode unity package into Unity Editor.
2. Download the Visual Studio Code installer for Windows.
3. Once it is downloaded, run the installer (VSCodeSetup-version.exe). This will only take a minute.
4. By default, VS Code is installed under C:\Program Files (x86)\Microsoft VS Code for a 64-bit machine.
5. Launch VS Code, Open the `Command Palette (CTRL+SHIF+P)` and type 'install from vsix' and then press `Enter` key on keyboard.
6. Select the vsix file under `ShaderlabVSCode/VSCodePlugin/` folder of Unity Project
7. Restart Visual Studio Code

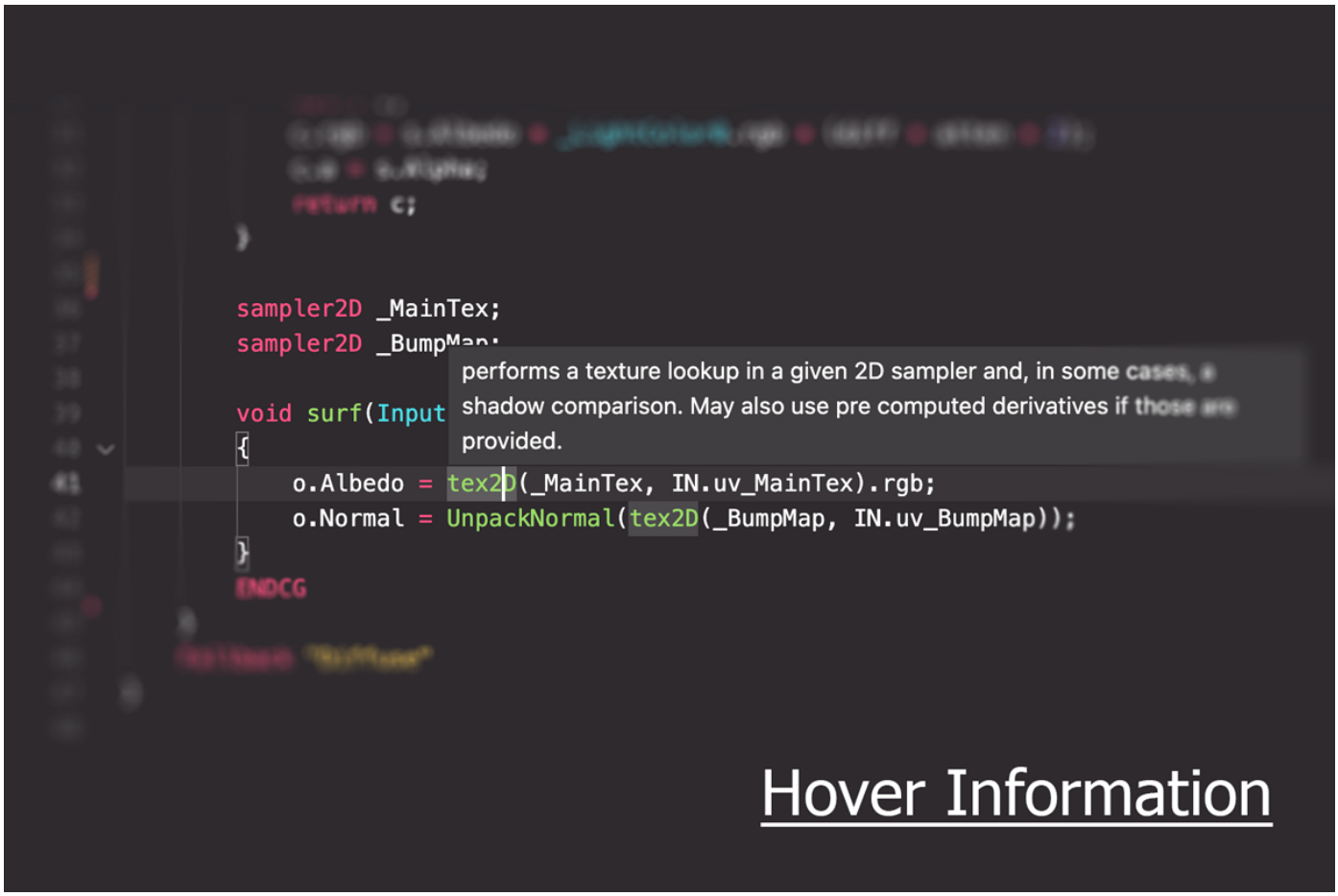
> Note: .NET Framework 4.5.2 is required for VS Code. If you are using Windows 7, please make sure .NET Framework 4.5.2 is installed.

Features

Syntax Highlighting

Code Completion

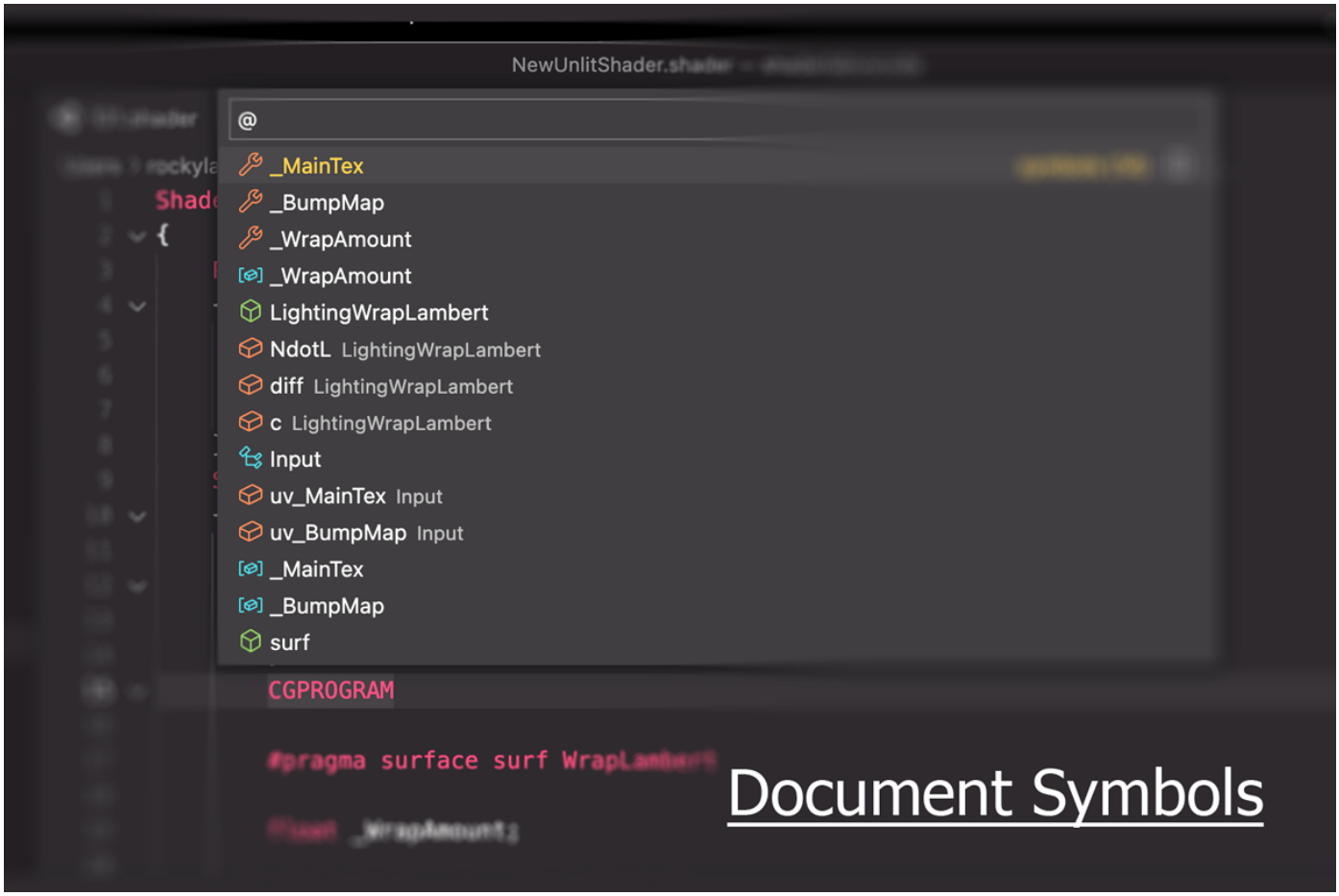
Hover Information



Signature Help

Document Symbols

Press `CTRL + SHIFT + o` on Windows or `CMD + SHIFT + o` on macOS.

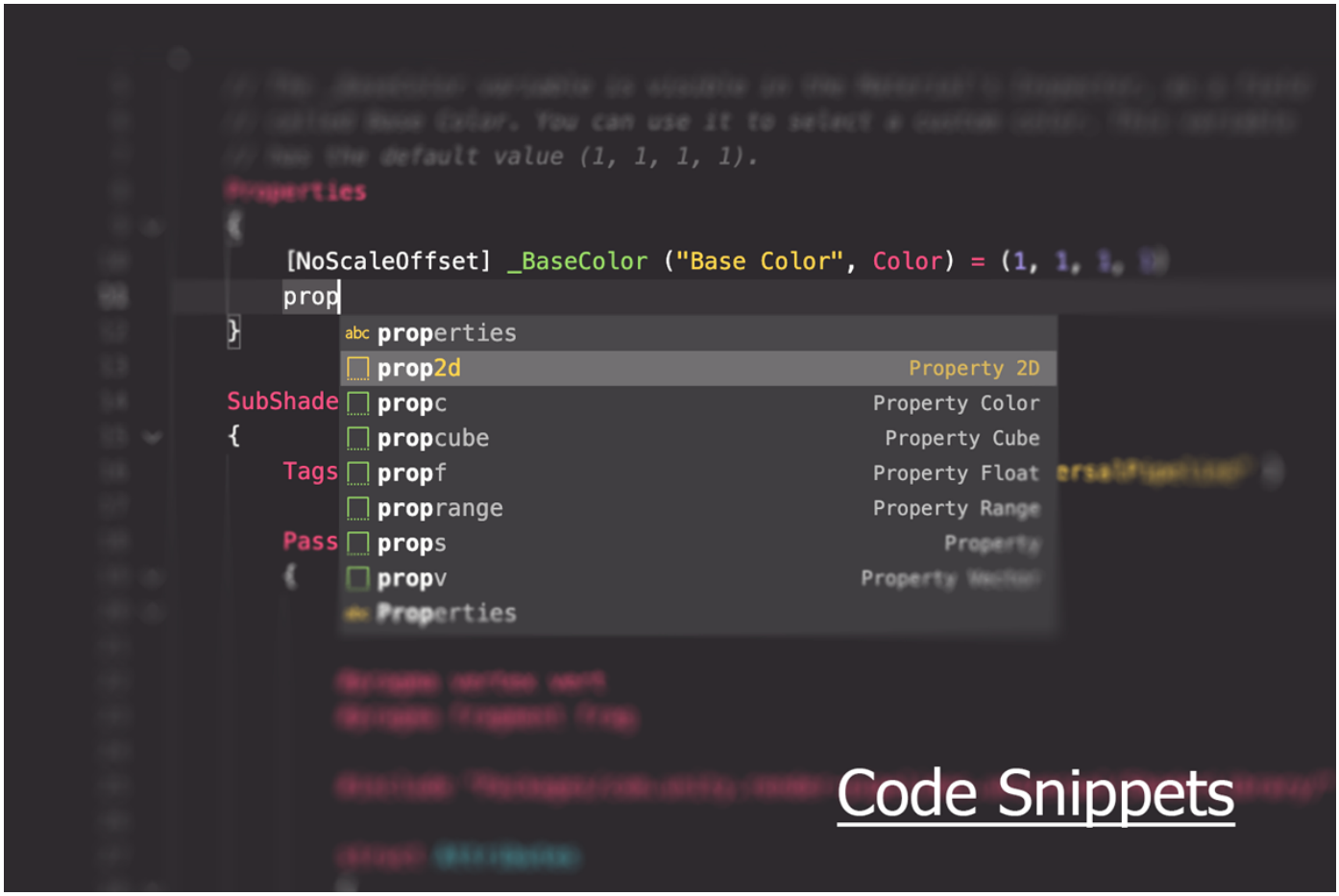


Go To Definition

`This feature is available in 1.2.4 +`

Press `F12` to trigger `Go To Definition` command Or Click the `Go To Definition` in right click context menu

Code Snippets



Below are the snippets:

Snippets	Description
blend1_1	Blend One One
blendsa_1-sa	Blend SrcAlpha OneMinusSrcAlpha
blend1_1-sa	Blend One OneMinusSrcAlpha
blend1-dc_1	Blend OneMinusDstColor One
blenddc_0	Blend DstColor Zero
blenddc_sc	Blend DstColor SrcColor
for	for loop
fallback	Fallback
cgp	CGPROGRAM...ENCG
glp	GLSLPROGRAM...ENCGLSL
hlp	HLSLPROGRAM...ENDHLSL
if	if { ... }
ifelse	if {...} else {...}

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

Auto Format

Format Document

Two ways to format document:

1. Right click the editor are and select **Format Document** menu in context menu
2. Open **Command Palette** and type "Format Document", and then press `ENTER` key on keyborad.

Format Selection

Two ways to format selection:

1. Right click the editor area and select **Format Selection** menu in context menu
2. Open **Command Palette** and type "Format Selection", and then press `ENTER` key on keyborad

Place Open Brace On New Line

In Settings, there is an item under `ShaderlabVScode` section named `Formatting: Style`, check or uncheck the `Place open brace on new line` will toggle differnt format style.

Below is not place open brace on new line

```
float test() {

}
```

Below is place open brace on new line

```
float test()
{

}
```

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
    }
}
```

Doc Comment

Doc Comments are the comments start with `///`. for eaxmple:

```
/// Return max value of a and b
float Max(float a, float b)
{

}
```

Hover Information and **Signature Help** will display doc comments as documentation.

NOTE: Doc comment supports Markdown

Misc Features

Region Mark

There are two ways:

- `//#region` and `//#endregion`
- `//region` and `//#endregion`

Features in Unity Editor

Download Visual Studio Code

Jump to url which can download latest version of Visual Studio Code

> Selection: **Tools** -> **ShaderlabVSCode** -> **Download Visual Studio Code**

Update Data of ShaderlabVSCode Extension

Update data of completion, hover information or intelisense from web

> Selection: **Tools** -> **ShaderlabVSCode** -> **Update Data of VSCode Extension**

Report an Issue

Two ways to report an issue:

1. Send Email to amlovey@qq.com
2. Open a issue on https://github.com/amloveyweb/amloveyweb.github.io/issues

For more information

Visit site http://www.amlovey.com/shaderlabvscode/#/