

The Render Queue Changer Component

This component allows you to easily change the render queue of any material in your project.

Material List

Note: This list is only visible when you've added at least one material.

Material

This is the material currently set in this material slot. If you wish to remove it, then click the X button at the right.

Render Queue

This is the render queue used by the material in this slot. Consult the official Unity documentation if you're unsure what this means.

Add Material

If you drop a material into this field then it will be added to the material list.