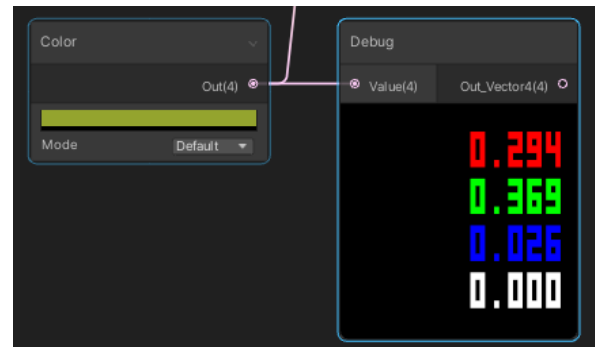


ShaderGraph Debug

ShaderGraph Debug is a custom node that is easy to use and for the ShaderGraph users. It shows the given value in the ShaderGraph editor.

Debug

Debug is a custom node that displays a given value as text on screen. It can help you to debug and understand why a specific effect or shader graph might not be working, and is available right there when you need it.



How to use it

It is just like other nodes. There is no difference. To add it to the graph: Hit the Space button and type "Debug". It is available at your fingertips and can display a various array of types:

- Vector1
- Vector2
- Vector3
- Vector4

Parameters

Name	Type	Description
Value	Vector1 Vector2 Vector3 Vector4	Input value that should be displayed on the node's preview area.

Performances

If you don't link the Debug node to your master node, it becomes free (that's how ShaderGraph itself works). It means you can leave your debug information where you need it until you come back later, without fear of affecting performances!

Requirements

Unity 2020.x, 2021.1 or 2021.2

support not guaranteed for preview, beta or alpha package

ShaderGraph Debug requires one license per seat