Description

This is a seriously simple shader. It just textures your model with a single map, exactly how you painted it. No lights, no tinting; it's your job to make it look good in a painting app, when you use this!  :-D

Usage

Drag a single texture onto the material's only variable slot.

ShaderLab - Texture Only.shader

Invalid language.

You need to specify a language like this: <source lang="html4strict">...</source>

Supported languages for syntax highlighting:

 [[Expand](http://wiki.unity3d.com/index.php?title=Texture_Only)]

Shader "Texture Only" {

Properties {

\_MainTex ("Texture", 2D) = ""

}

SubShader {Pass { // iPhone 3GS and later

GLSLPROGRAM

varying mediump vec2 uv;

#ifdef VERTEX

void main() {

gl\_Position = gl\_ModelViewProjectionMatrix \* gl\_Vertex;

uv = gl\_MultiTexCoord0.xy;

}

#endif

#ifdef FRAGMENT

uniform lowp sampler2D \_MainTex;

void main() {

gl\_FragColor = texture2D(\_MainTex, uv);

}

#endif

ENDGLSL

}}

SubShader {Pass { // pre-3GS devices, including the September 2009 8GB iPod touch

SetTexture[\_MainTex]

}}

}

[Category](http://wiki.unity3d.com/index.php/Special:Categories):

* [IPhone](http://wiki.unity3d.com/index.php/Category:IPhone)

http://wiki.unity3d.com/index.php?title=Texture\_Only#ShaderLab\_-\_Texture\_Only.shader