

Table of Contents

[ShaderGraph Extensions](#)

[Changelog](#)

[Contact](#)


[Gallery](#)

ShaderGraph Extensions: Debug Value

ShaderGraph Extensions: Debug Value is a **standalone plugin** that adds learning and debugging features to ShaderGraph.

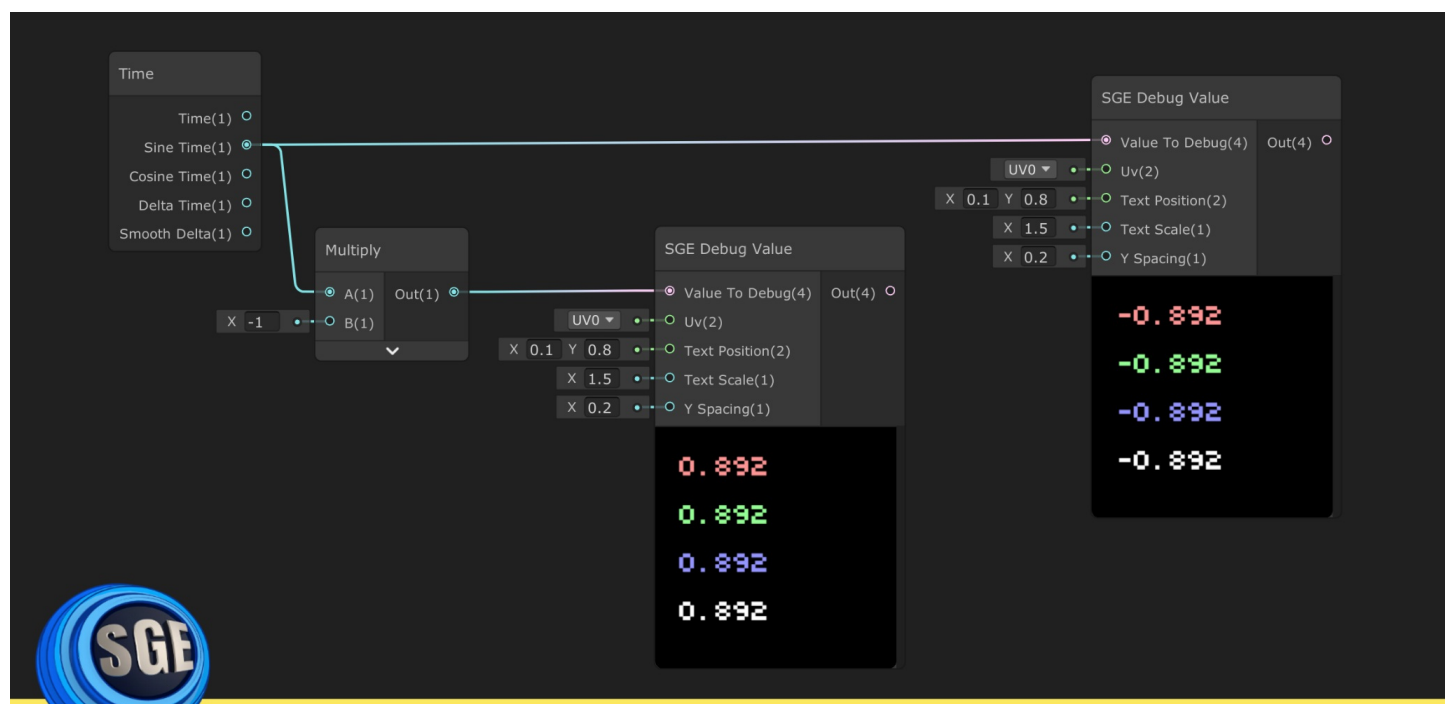
Debug Value

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

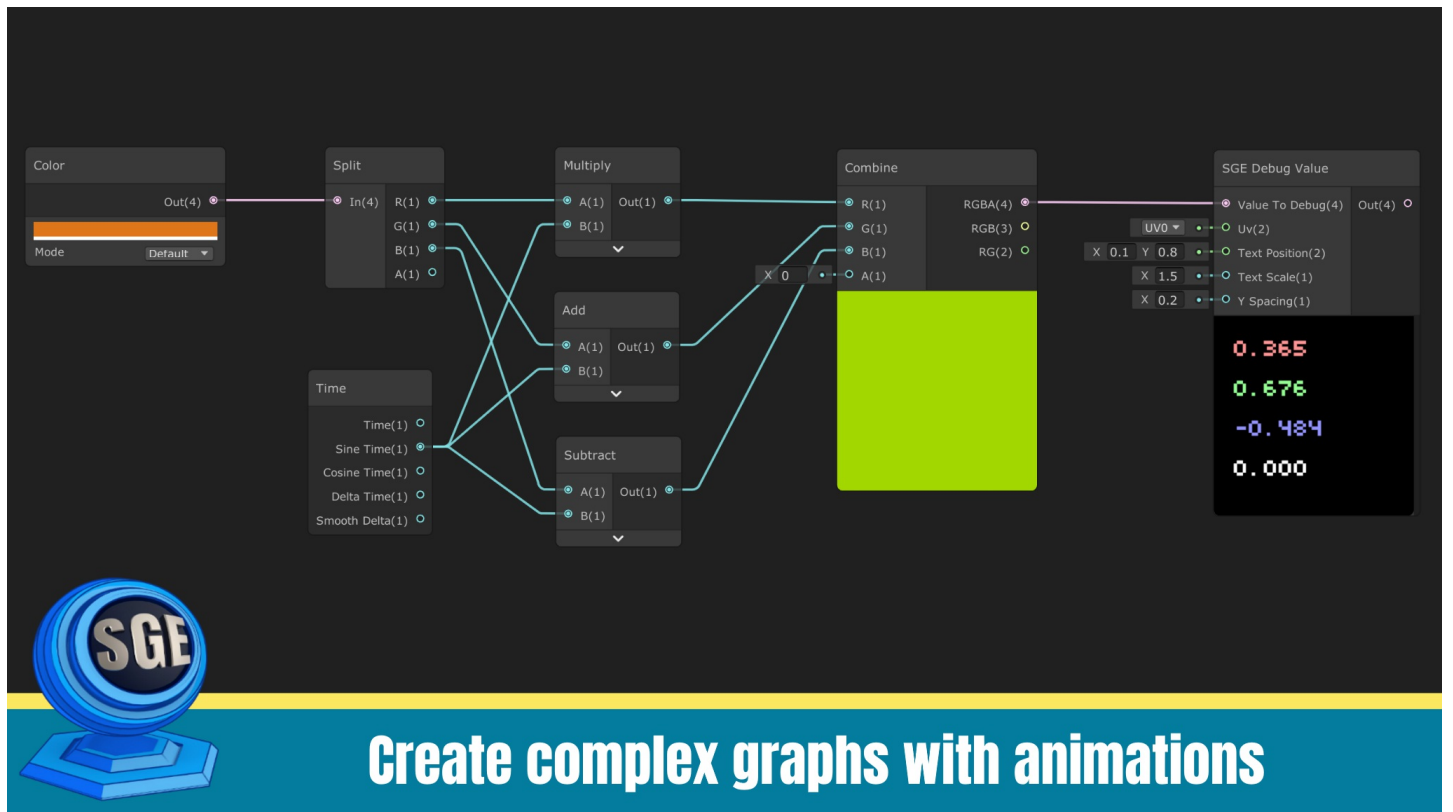


- Display any Vector and int value in realtime
- Performant - no setup
- Incredible time saver

ShaderGraph Extensions



Learn Maths the easy way



How to use it

Because Debug Value is a custom node, you can add it to your graph like any other node! It is available at your fingertips and can display a various array of types:

- Vector1
- Vector2
- Vector3
- Vector4
- int

Parameters

NAME	TYPE	DESCRIPTION
Value To Debug	Various (see above)	Input value that should be displayed on the node's preview area.
Uv	Vector2	Default to uv0 and should be left as is. It's where the text will be displayed.
Text Position	Vector2	Where the 1st component will be displayed. (0,0) is bottom left, (1,1) being top right.
Text Scale	Vector1	Arbitrary text scale. Can be more than 1, but should be greater than 0.
Y Spacing	Vector1	Vertical spacing between a vector's component. You might need to adjust it along with the text scale.

Performances

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

Requirements

- Unity 2019.2, 2019.3, 2019.4, 2020.x, 2021.1 or 2021.2
- support not guaranteed for preview, beta or alpha package
- ShaderGraph Extensions: Debug Value requires one license per seat

Changelog

1.0.0

Submitted August 10th 2020.

- Initial version: Debug Value as a custom node.

1.0.1

Submitted December 17th 2020.

- Added support for Unity 2020.2.

1.0.2

Submitted October 27th 2021.

- Added support for Unity 2021.2.

Contact

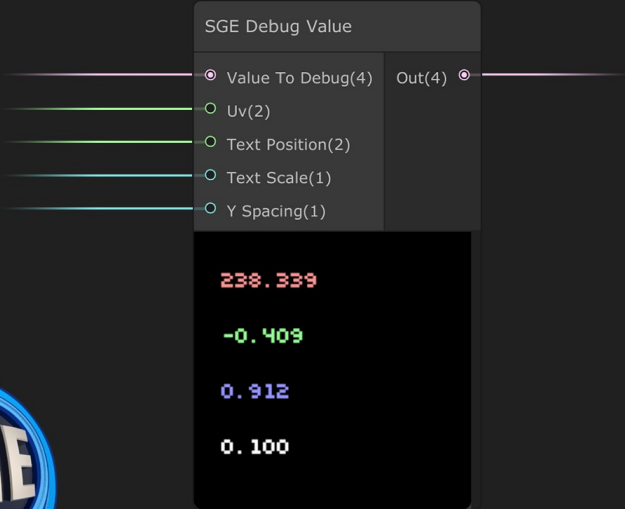

Don't hesitate to contact me about bugs, feature requests, or any question you might have before buying my plugins.

The fastest way to contact me is through the [PH Graphics discord server](#). You can also send me a private message from there.

You can also contact me by email:

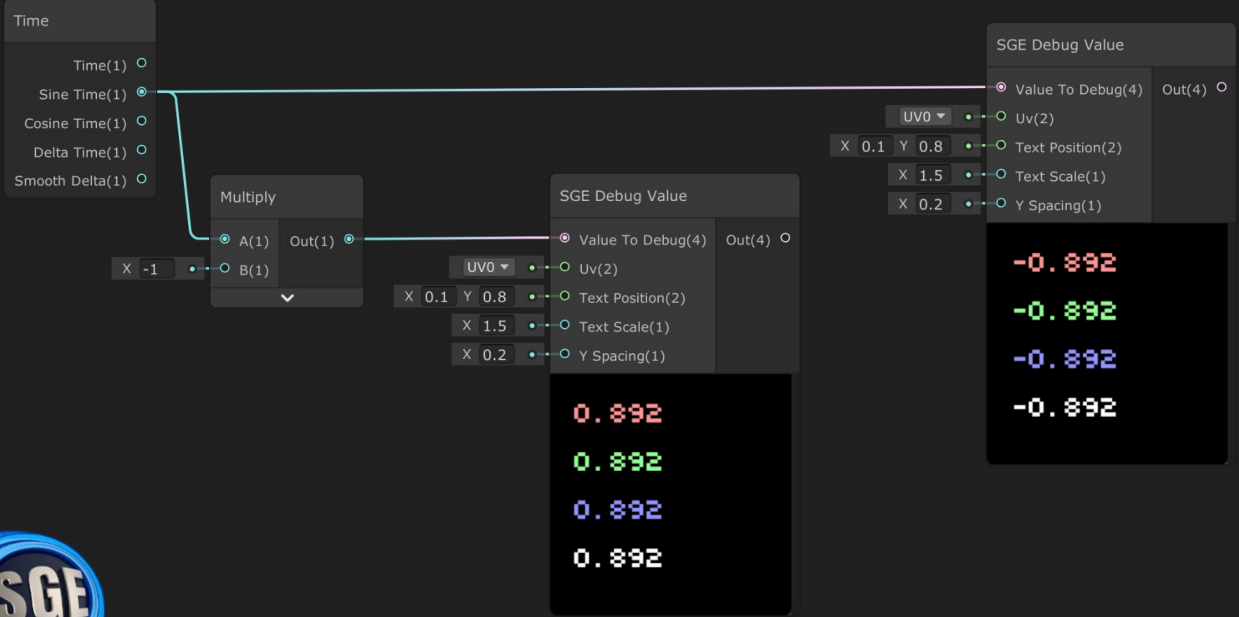

- about my plugins at ph.graphics.unity@gmail.com
- for other business inquiries at info@phbarralis.com

ShaderGraph Extensions gallery

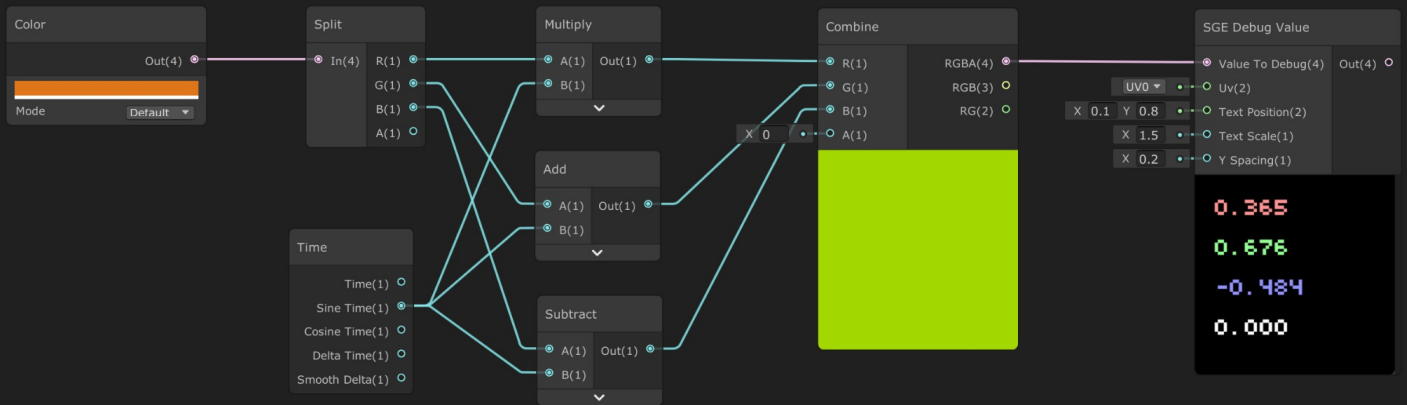


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Create complex graphs with animations