

Markup Shader GUI

Overview

Markup Shader GUI makes building shader inspectors as easy as writing HTML.

- Tag-based syntax: Define layouts, controls, and conditional logic in a clean, readable way.
- Faster workflow: Less boilerplate, more focus on your shader design.
- Flexible & powerful: Supports multiple property types, multi-property lines, and conditional visibility.
- Consistent look: Keep all your shader inspectors neat and uniform.

With Markup Shader GUI, creating complex shader inspectors is simple, structured, and intuitive.

Features

- **Foldout** – Collapsible section
- **Separator** – Horizontal divider
- **EnableIf** – Conditional enable
- **ShowIf** – Conditional visibility
- **MiniTexture** – Compact texture field
- **MiniTextureWithColor** – Texture and color in one line
- **FloatRange** – Enhanced range slider
- **MultiLineVector** – Vector in multiple lines
- **Label** – Text label
- **Tooltip** – Property tooltip
- **HelpBox** – Message box

Deployment

- Add a placeholder property at the end of Shader Properties, otherwise MarkupShaderGUI will not work properly.
- Add CustomEditor "GraphicsCat.MarkupShaderGUI" at the end of the Shader.

Shader "GraphicsCat/MarkupShaderGUI/Example"

```
{  
    Properties  
    {  
        ...  
    }  
}
```

```
// Add a placeholder property at the end of Shader Properties (any name)
```

```
[HideInInspector] _("", Float) = 0
```

```
}
```

```
SubShader
```

```
{
```

```
}
```

```
// Add at the end: CustomEditor "GraphicsCat.MarkupShaderGUI"
```

```
CustomEditor "GraphicsCat.MarkupShaderGUI"
```

```
}
```

Usage of Tags

Foldout

Syntax:

```
[BeginFoldout(FoldoutLabel)]
```

```
...
```

```
[EndFoldout]
```

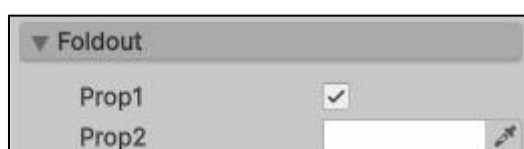
Example:

```
[BeginFoldout(Foldout)] // Foldout label = "Foldout"
```

```
[Toggle]_Prop1("Prop1", Float) = 1
```

```
_Prop2("Prop2", Color) = (1, 1, 1, 1)
```

```
[EndFoldout]
```



Separator

Syntax:

```
// properties above
```

```
[Separator]
```

```
// properties below
```

Example:

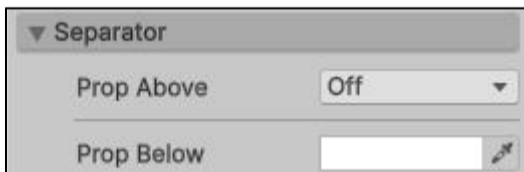
```
// Property above the separator
```

```
[Enum(Off, 0, On, 1)] _PropAbove("Prop Above", Float) = 0
```

```
[Separator]
```

```
// Property below the separator
```

```
_PropBelow("Prop Below", Color) = (1, 1, 1, 1)
```



EnableIf

Syntax:

```
[BeginEnableIf(PropName, CompareOperator, Value)]
```

```
...
```

```
[EndEnableIf]
```

Supported comparison operators: Equal, Less, Greater, LessEqual, GreaterEqual.

Example:

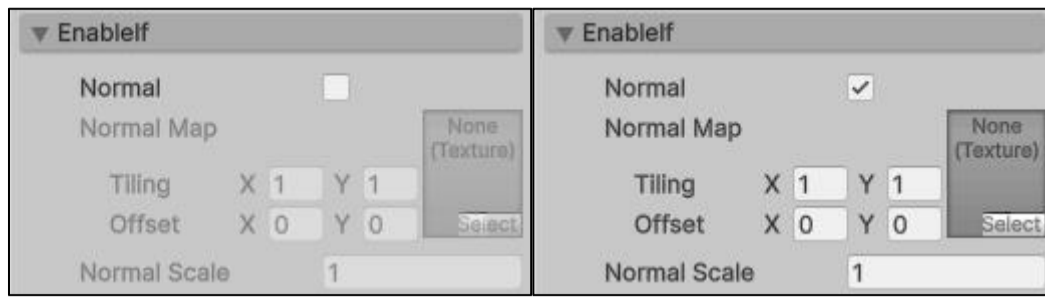
```
[Toggle(_NORMALMAP)] _NORMALMAP("Normal", Float) = 0
```

```
[BeginEnableIf(_NORMALMAP, Equal, 1)] // Enable if _NORMALMAP == 1
```

```
    [Normal] _BumpMap("Normal Map", 2D) = "bump" {}
```

```
    _BumpScale("Normal Scale", Float) = 1.0
```

```
[EndEnableIf]
```



ShowIf

Syntax:

```
[BeginShowIf(PropName, CompareOperator, Value)]
```

...

```
[EndShowIf]
```

Supported comparison operators: Equal, Less, Greater, LessEqual, GreaterEqual.

Example:

```
[BeginShowIf(_EMISSION, Equal, 1)] // Shown if _EMISSION == 1
```

```
  _EmissionMap("Emission Map", 2D) = "white" {}
```

```
  [HDR]_EmissionColor("Emission Color", Color) = (1, 1, 1, 1)
```

```
[EndShowIf]
```



Label

Syntax:

```
[Label(Text, Size, Style)]
```

Supported styles: Normal, Bold, Italic, BoldAndItalic

Example:

[Label(Label Default)]

[Label(Label Size15, 15)]

[Label(Label Size15 Normal, 15, Normal)]

[Label(Label Size15 Bold, 15, Bold)]

[Label(Label Size15 Italic, 15, Italic)]

[Label(Label Size15 BoldAndItalic, 15, BoldAndItalic)]



MiniTexture

Syntax:

```
[MiniTexture] _TextureProp("TextureName", 2D) = "white" {}
```

Example:

```
[MiniTexture] _MiniTexture("MiniTexture", 2D) = "white" {} // Mini texture field
```



MiniTextureWithColor

Syntax:

```
[BeginMiniTextureWithColor]
```

```
    // Texture field
```

```
    // Color field
```

```
[EndMiniTextureWithColor]
```

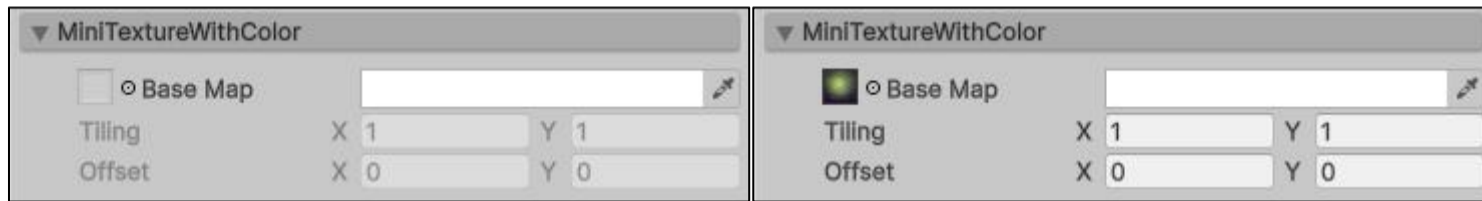
Example:

```
[BeginMiniTextureWithColor]
```

```
[MainTexture] _BaseMap("Base Map", 2D) = "white" {} // Texture field
```

```
[MainColor] _BaseColor("Base Color", Color) = (1, 1, 1, 1) // Color field
```

```
[EndMiniTextureWithColor]
```



FloatRange

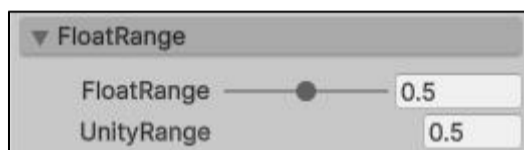
Syntax:

```
[FloatRange(0, 1)] _PropName("Prop Display Name", Float) = 0
```

Example:

```
[FloatRange(0, 1)] _FloatRange("FloatRange", Float) = 0.5
```

```
_Range("UnityRange", Range(0, 1)) = 0.5 // Unity range slider
```



Note:

FloatRange provides a better slider. Unity's Range slider may disappear when the inspector width is small.

MultiLineVector

Syntax:

```
[MultiLineVector(count, name1, min1, max1, name2, min2, max2, ...)]
```

```
// count: number of components
```

```
// "nameX": label for each component (must be a string)
```

```
// minX / maxX: min/max values for each component
```

// Use the 'f' suffix for float values, and 'n' prefix to indicate negative numbers (e.g., n1f = -1.0f)

Example:

[BeginFoldout(MultiLineVector)]

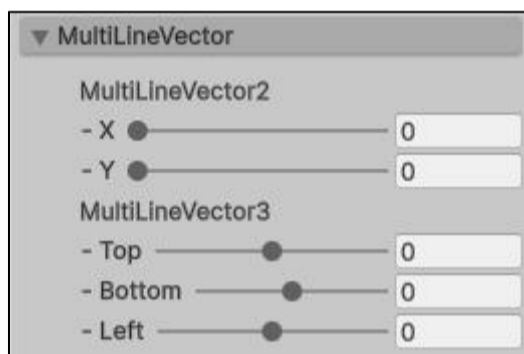
```
[MultiLineVector(2, X, 0f, 1f, Y, 0f, 1f)] // 0f represents 0 as a float
```

```
_MultiLineVector2("MultiLineVector2", Vector) = (1, 1, 1, 1)
```

```
[MultiLineVector(3, Top, n1f, 1f, Bottom, n1f, 1f, Left, n1f, 1f, Right, n1f, 1f)] // n1f represents -1 as a float
```

```
_MultiLineVector3("MultiLineVector3", Vector) = (1, 1, 1, 1)
```

[EndFoldout]



Tooltip

Syntax:

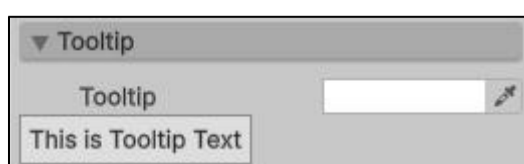
```
_Prop("Display Name [Tooltip]", ...) = ...
```

Use square brackets [] in the property display name to specify tooltip text.

Example:

```
// The text inside [ ] is used as a tooltip
```

```
_Tooltip("Tooltip [This is Tooltip Text]", Color) = (1, 1, 1, 1)
```



HelpBox

Syntax:

[HelpBox] _Prop("Message", Float) = 0

Example:

[HelpBox] _NeutralHelpBox("This is a neutral message.", Float) = 0

[HelpBox(Info)] _InfoHelpBox("This is an info message.", Float) = 0

[HelpBox(Warning)] _WarningHelpBox("This is a warning message.", Float) = 0

[HelpBox(Error)] _ErrorHelpBox("This is an error message.", Float) = 0



Enjoying this package?

- Give it a quick rating or leave a short review on the Unity Asset Store.
- Your feedback helps us improve and add even more features!
- [Review on Unity Asset Store](#)