Stencil Options

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages stencil buffer settings.

Reference

- **Stencil Options** – Manages stencil buffer settings.
  - **Stencil Reference** – The value to be compared against (if Comp is anything else than always) and/or the value to be written to the buffer (if either Pass, Fail or ZFail is set to replace). 0–255 integer.
  - **Stencil Read Mask** – An 8 bit mask as an 0–255 integer, used when comparing the reference value with the contents of the buffer (referenceValue & readMask) comparisonFunction (stencilBufferValue & readMask). Default: 255.
  - **Stencil Write Mask** – An 8 bit mask as an 0–255 integer, used when writing to the buffer. Note that, like other write masks, it specifies which bits of stencil buffer will be affected by write (i.e. WriteMask 0 means that no bits are affected and not that 0 will be written). Default: 255.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.