SDF

Descripción

Files: SDF.shader

Path: "CGF/Shaders/TextMeshPro"

Shader menu: "CG Framework/Text Mesh Pro/SDF"

Description

Unity shader CG Framework/Text Mesh Pro/SDF.

Reference

- **Face Texture** – Face Texture.
- **Face UV Speed X** – Face UV Speed X.
- **Face UV Speed Y** – Face UV Speed Y.
- **UV Rotation Center** – UV Rotation Center.
- **UV Rotation Amount** – UV Rotation Amount.
- **Face Color** – Face Color.
- **Face Dilate** – Face Dilate.
- **Outline Color** – Outline Color.
- **Outline Texture** – Outline Texture.
- **Outline UV Speed X** – Outline UV Speed X.
- **Outline UV Speed Y** – Outline UV Speed Y.
- **Outline Type** – Outline Type.
- **Outline Thickness** – Outline Thickness.
- **Outline Softness** – Outline Softness.
- **Bevel** – Bevel.
- **Bevel Offset** – Bevel Offset.
- **Bevel Width** – Bevel Width.
- **Bevel Clamp** – Bevel Clamp.
- **Bevel Roundness** – Bevel Roundness.
- **Light Angle** – Light Angle.
- **Specular** – Specular.
- **Specular** – Specular.
- **Reflectivity** – Reflectivity.
- **Diffuse** – Diffuse.
- **Ambient** – Ambient.

- **Normal** – Normal map See Common Features / Normal.
- **Bump Outline** – Bump Outline.
- **Bump Face** – Bump Face.
- **Reflection** – Manages reflection settings. See Common Features / Reflection.
- **Texture Rotation** – Texture Rotation.
- **Border Color** – Border Color.
- **Border OffsetX** – Border OffsetX.
- **Border OffsetY** – Border OffsetY.
- **Border Dilate** – Border Dilate.
- **Border Softness** – Border Softness.
- **Color** – Color.
- **Offset** – Offset.
- **Inner** – Inner.
- **Outer** – Outer.
- **Falloff** – Falloff.
- **Weight Normal** – Weight Normal.
- **Weight Bold** – Weight Bold.
- **Flags** – Flags.
- **Scale RatioA** – Scale RatioA.
- **Scale RatioB** – Scale RatioB.
- **Scale RatioC** – Scale RatioC.
- **Font Atlas** – Font Atlas.
- **Texture Width** – Texture Width.
- **Texture Height** – Texture Height.
- **Gradient Scale** – Gradient Scale.
- **Scale X** – Scale X.
- **Scale Y** – Scale Y.
- **Perspective Correction** – Perspective Correction.
- **Sharpness** – Sharpness.
- **Vertex OffsetX** – Vertex OffsetX.
- **Vertex OffsetY** – Vertex OffsetY.
- **Mask Coordinates** – Mask Coordinates.
- **Clip Rect** – Clip Rect.
- **Mask SoftnessX** – Mask SoftnessX.
- **Mask SoftnessY** – Mask SoftnessY.
- **Stencil Comparison** – Stencil Comparison.
- **Stencil ID** – Stencil ID.
- **Stencil Operation** – Stencil Operation.
- **Stencil Write Mask** – Stencil Write Mask.
- **Stencil Read Mask** – Stencil Read Mask.
- **Cull Mode** – Cull Mode.
- **Color Mask** – Color Mask.

Use

Assign the shader from `CG Framework/Text Mesh Pro/SDF` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.