Default Blend

Descripción

Files: DefaultBlend.shader

Path: "CGF/Shaders/UI/A adaptar"

Shader menu: "CG Framework/UI/Default Blend"

Description

Unity shader CG Framework/UI/Default Blend.

Reference

- **Texture (RGBA)** – Texture (RGBA).
- **Color (RGBA)** – Main color.
- **Stencil Comparison** – Stencil Comparison.
- **Stencil ID** – Stencil ID.
- **Stencil Operation** – Stencil Operation.
- **Stencil Write Mask** – Stencil Write Mask.
- **Stencil Read Mask** – Stencil Read Mask.
- **Color Mask** – Color Mask.
- **Use Alpha Clip** – Enables Alpha Clip.
- **Alpha Cutoff** – Alpha Cutoff value.
- **Point Filter** – Simulate point filter ModeType of a texture.
    - **Point Filter** – Simulate point filter ModeType of a texture.
    - **size Offset** – Offset of the width and height of the texture.
    - **Custom size** – If disabled, gets texture size automatically.
    - **Texture size** – width and height of the texture.
- **Blend Mode** – Blend Mode.

Use

Assign the shader from `CG Framework/UI/Default Blend` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.