Default

Descripción

Files: UI-Default.shader

Path: "CGF/Shaders/UI"

Shader menu: "UI/Default"

Description

Unity shader UI/Default.

Reference

- **Sprite Texture** – Sprite Texture.
- **Tint** – Tint.
- **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** – Use Alpha Clip.

Use

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