UI Blend

Descripción

Files: UIBlend.shader

Path: "CGF/Shaders/UI"

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

Description

Unity shader CG Framework/UI/UI Blend.

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.
- **Blend Mode** – Blend Mode.

Use

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