UI Gradient

Descripción

Files: UIGradient.shader

Path: "CGF/Shaders/UI"

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

Description

Unity shader CG Framework/UI/UI Gradient.

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.
- **Gradient Ramp (RGBA)** – Gradient Ramp (RGBA).
- **Gradient Top Color** – Color of the top part of the gradient.
- **Gradient Center** – Gradient center.
- **Gradient Width** – Gradient width.
- **Gradient Revert** – Revert the orientation of the gradient.
- **Gradient Change Direction** – Change direction of the gradient.
- **Gradient Rotation** – Gradient rotation.
- **Gradient Steps** – Gradient steps.

Use

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