UI UV Scroll

Descripción

Files: UIUVScroll.shader

Path: "CGF/Shaders/UI"

Shader menu: "CG Framework/UI/UI UV Scroll"

Description

Unity shader CG Framework/UI/UI UV Scroll.

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.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Description.
- **Flip UV Vertical** – Description.
- **Scroll By Textel** – Description.
- **UV Rotation** – Rotates the UVs from a texture.
- **UV Rotation Center** – UV Rotation Center.
- **UV Rotation Amount** – UV Rotation Amount.
- **UV Rotation Animation** – If enabled the UV they animated.
- **UV Rotation Speed** – UV Rotation Speed.

Use

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