

Stencil settings

Descripción

Description

Show stencil settings of the shader.

Reference



- **Stencil Reference** – Edit the settings of the reference property.
- **Stencil Read Mask** – Edit the settings of the read mask property.
- **Stencil Write Mask** – Edit the settings of the write mask property.
- **Stencil Compare Function** – Edit the settings of the compare function property.
- **Stencil Pass Operation** – Edit the settings of the pass operation property.
- **Stencil Fail Operation** – Edit the settings of the fail operation property.
- **Stencil ZFail Operation** – Edit the settings of the zfail operation property.
- **Show Stencil Mask** – Show the stencil mask.
- **Stencil Color Mask (RGBA)** – Color of the stencil mask.

Use

Select a gameobject or prefab or multiple gameobjects and prefabs with a collider or multiple colliders of the same type to to change their collider properties.

```
public class CGFSampleMaterialEditor : CGFMaterialEditorClass
{
    MaterialProperty _StencilReference;
    MaterialProperty _StencilReadMask;
    MaterialProperty _StencilWriteMask;
```

```
MaterialProperty _StencilCompareFunction;
MaterialProperty _StencilPassOperation;
MaterialProperty _StencilFailOperation;
MaterialProperty _StencilZFailOperation;
MaterialProperty _ShowStencilMask;
MaterialProperty _StencilColorMask;

public override void OnEnable()
{
    base.OnEnable();
    GetProperties();
}

private void GetProperties()
{
    _Stencil = FindProperty("_StencilReference");
    _Stencil = FindProperty("_StencilReadMask");
    _Stencil = FindProperty("_StencilWriteMask");
    _Stencil = FindProperty("_StencilCompareFunction");
    _Stencil = FindProperty("_StencilPassOperation");
    _Stencil = FindProperty("_StencilFailOperation");
    _Stencil = FindProperty("_StencilZFailOperation");
    _Stencil = FindProperty("_ShowStencilMask");
    _Stencil = FindProperty("_StencilColorMask");
}

public override void InspectorGUI()
{
    CGFMaterialEditorUtilitiesClass.BuildSliderRound("Stencil Reference",
    CGFMaterialEditorUtilitiesClass.BuildSliderRound("Stencil Read Mask",
    CGFMaterialEditorUtilitiesClass.BuildSliderRound("Stencil Write Mask",
    CGFMaterialEditorUtilitiesClass.BuildStencilCompareFunction(_StencilCo
    CGFMaterialEditorUtilitiesClass.BuildStencilPassOperation(_StencilPass
    CGFMaterialEditorUtilitiesClass.BuildStencilFailOperation(_StencilFail
    CGFMaterialEditorUtilitiesClass.BuildStencilZFailOperation(_StencilZFa
    CGFMaterialEditorUtilitiesClass.BuildToggleFloat("Show Stencil Mask",
    CGFMaterialEditorUtilitiesClass.BuildColor("Stencil Color Mask (RGBA)"
}
}
```