Thanks for installing the asset!

Add the RippleEffect script to the UI element, customize the parameters and make sure that the Raycast Target checkmark is enabled on this object.

To access the RippleEffect parameters via a script, for example, the speed, write GetComponent<RippleEffect>().Speed. But before that, make sure that you have enabled the RippleEffectUI namespace by writing "using RippleEffectUI;" before the script class. If limit values of fields are needed, for example, the maximum value that the Speed parameter can take, write RippleEffect.SPEED_MAX_VALUE.

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)