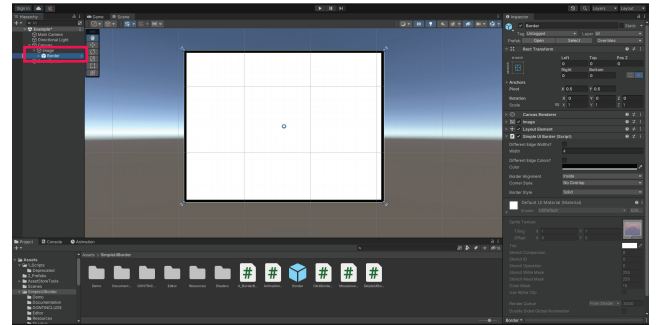
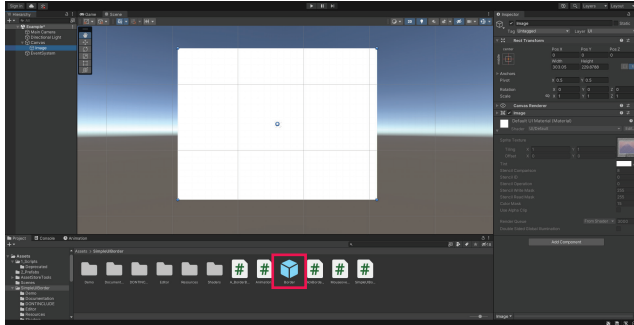


Simple UI Border

Usage:

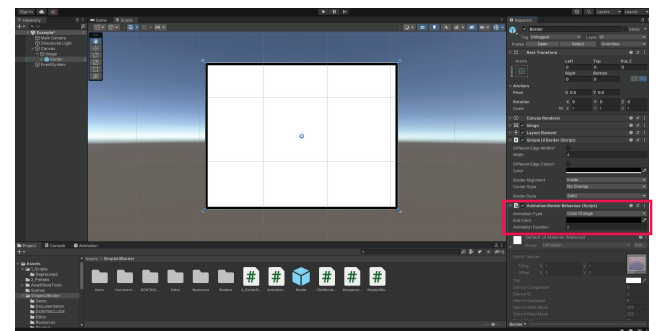
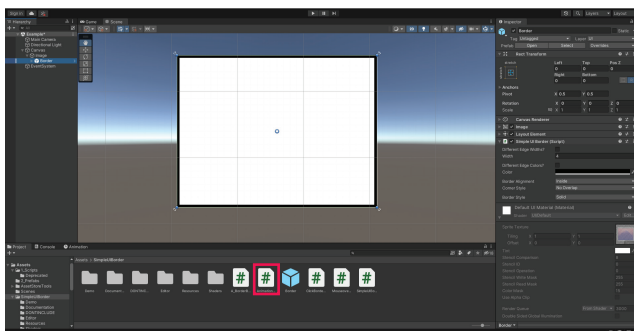
- Drag and drop the 'Border' prefab on to any UI element (with a RectTransform)



- Change the 'SimpleUIBorder' script component settings (on the 'Border' GameObject) to how you want them



- Add 'BorderBehaviour' script components to the 'Border' GameObject to add various behaviours to the border
 - Animation (AnimationBorderBehaviour)



All settings for the border and border behaviours can be set through the editor or in code with public methods / properties.