Advanced Edge Padding

Version 1.0

CLASSES

The source code is located in **Assets/Raving Bots/Scripts/**. There are two classes:

1. **TextureUtils** – it is an extension class of **Texture2D**, and it adds two public methods:
    a. **ApplyPadding ( )** – the method modifies an input texture according to specified padding parameters (they are described later);
    b. **Clone ( )** – by default, an imported texture is not readable/writable, and this method is used to create a writable copy.
2. **AutoPadding** – it is an example use of **TextureUtils**. The component is attached to a **GameObject** that has a **MeshRenderer**. When the game starts, the script clones and modifies the **mainTexture** of the **sharedMaterial**.

PADDING PARAMETERS

The list of **ApplyPadding ( )** method arguments:

1. **paddingMode** – option **PaddingMode.Simple** uses a shader that dilates pixels using 4 directions (top, bottom, left, right). It is the fastest method. Alternatively, **PaddingMode. Diagonal** uses 8 directions (the previous four plus diagonals).
2. **trimIterations** – it is the number of pixels that will be trimmed off from the border of a sprite before padding is applied. Sometimes pixels on the edge are "dirty", and they should be removed, so they do not affect the padding color.
3. **maxPaddingIterations** – in each iteration of the algorithm, a sprite is dilated by one pixel. By default, the number of iterations is set to the width/height of a texture. It ensures that there are no empty spots left. However, you can define a smaller number of iterations if it is sufficient.