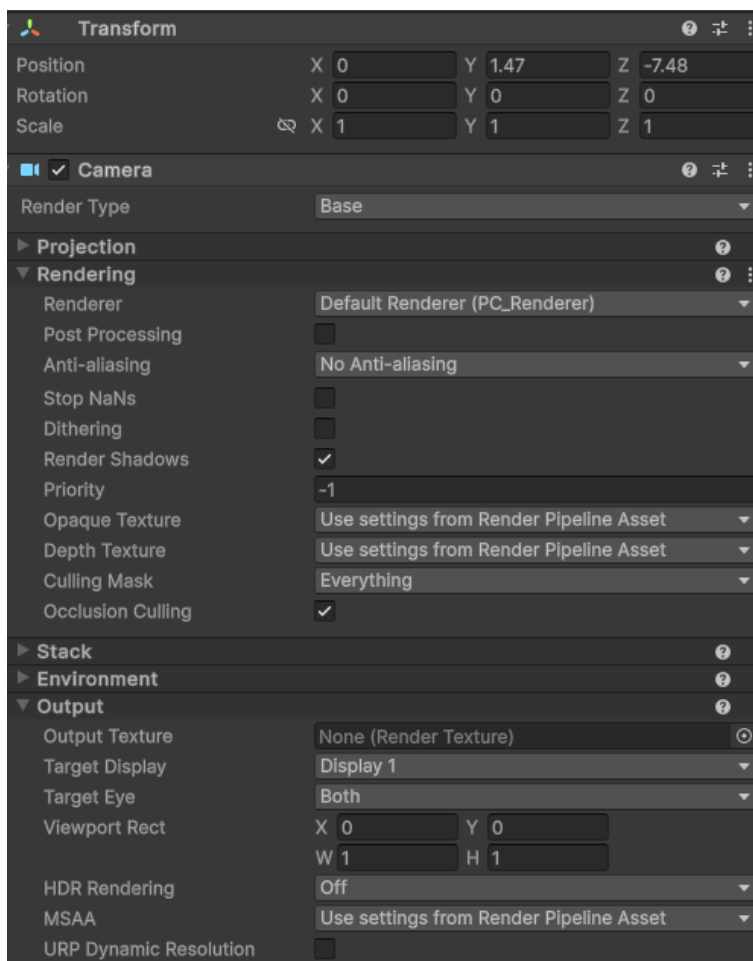# Transparent Window Controller

PREREQUISITES (All methods):

IMPORTANT: Turn off "Usage DXGI flip model swapchain for D3D11" in Edit > Project settings > Player > Resolution and Presentation.

Set main Camera properties like this:

- Camera -> Rendering -> Anti-Alising: No Antialiasing
- Camera -> Rendering -> Post processing: off
- Output -> HDR Rendering: Off

SPECIFICATIONS:

The asset is provided with 2 scripts with 2 different methods for calculating transparency of the window. Please choose the method that fit your needs.
Do not use 2 script together in the same scene!

Method 1: define transparent color

HOW TO USE IT:

1. Add <u>TransparentWindowController</u> component to a GameObject in the scene
2. Define "Transparent Color" parameter to preferred color (better if use full black 0,0,0,0)
   - Set its opacity value to 0, not 255
3. Define "Window Opacity" parameter if need (first try without opacity, 255 value)
4. Set main camera Background Type parameter to Solid Color and Background color according to Transparent Color defined in component
   - Set its opacity value to 0, not 255
5. If needed, check the Remove Windows Border option (if windowed mode on)
6. Build and Run project
   - Please note that component works only in a executable build, not in the editor

WORKAROUND:

Sometimes setting a Transparent Color other than black (0,0,0,0) can give unexpected results as it may not match the exact color you want. The advice is to set the solid background color of the camera you need (taking care to always set its alpha value to 0), build and start executable, pick the background color shown (ie: using a color picker from a screenshot) and use that value as Transparent Color in the component. This is because lights, shaders, post processing and other effects may render the Solid Color of the camera a little bit differently (ie: full red is not 255,0,0,0 but 254,0,0,0).

<u>For better result always use Full Black color (0,0,0,0) for Transparent Color in the component and Background Color in the Camera.</u>

METHODS

1. SetTransparentColor(Color transparentColor)
   - Set the transparent color of the window at runtime (by Unity Color structure)

2. SetTransparentColor(string hexTransparentColor)
   - Set the transparent color of the window at runtime (by hexadecimal string, like "#AA1B66")

3. SetAlwaysOnTop(bool enable)
   - Enable or disable on top window functionality

4. SetOpacity(int opacity)
   - Set the full window opacity value (between 0 to 255)

5. SetTransparent(bool enable)
   - Enable or disable black transparent color

6. ChangeMonitor()
   - Change window current monitor (Cycle through screens)

7. RemoveWindowBorders()
   - Makes the window borderless

Method 2: use opacity values

This is a new alternative method of the asset that works with opacity values.
Every color (background, UI, materials, etc) with opacity value < 1 will be used to calculate transparency/opacity.

HOW TO USE IT:

1. Add TransparentWindowController2 component to a GameObject in the scene
2. If needed, check the Remove Windows Border optrion (if windowed mode on)
3. Build and Run project
   - Please note that component works only in a executable build, not in the editor

METHODS

1. SetAlwaysOnTop(bool enable)
   - Enable or disable on top window functionality

2. ChangeMonitor()
   - Change window current monitor (Cycle through screens)

3. RemoveWindowBorders()
   - Makes the window borderless

LICENSES

Asset uses Gornostai robot on Sketchfab under CC BY 4.0 Attribution International license (https://creativecommons.org/licenses/by/4.0/)

ASSET STORE PAGE:

https://assetstore.unity.com/packages/slug/311549

SUPPORT:
info@desdinova.it

REWIEW:
If you like it, please review our asset: https://assetstore.unity.com/packages/tools/gui/transparent-window-controller-311549#reviews