·UIDrawLine
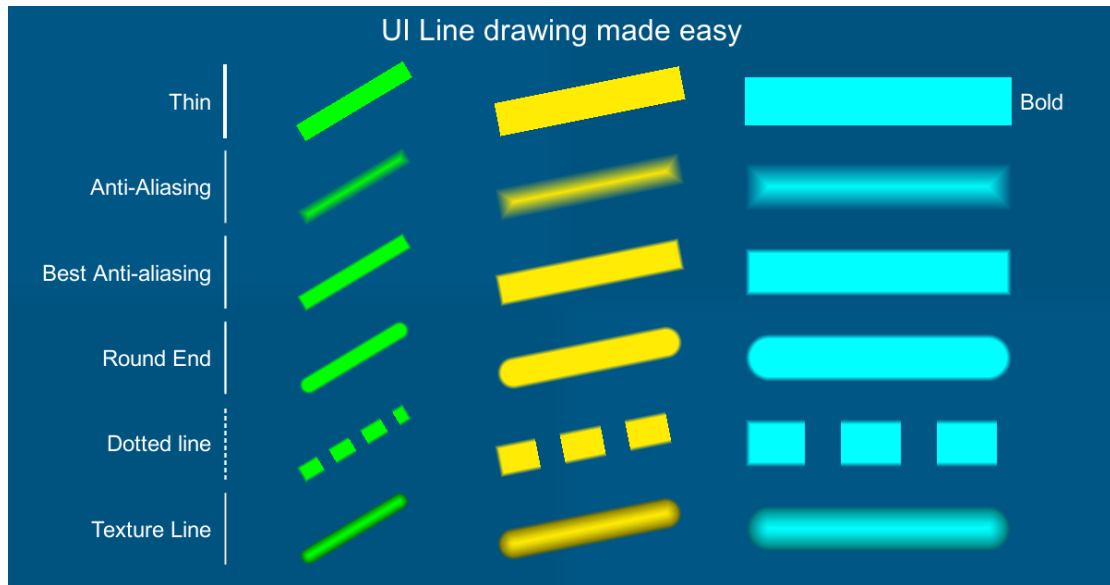
UIDrawLine 面线段绘制，支持 Windows、MAC、Linux、Android 和 iOS

UIDrawLine 是一个功能强大,易于使用的 UI 插件，无需后期处理，也不用复杂的算法和 Shader，通过使用简单的过滤纹理，就可以在界面中实现高效的抗锯齿线段绘制。并提供全部 C#代码和相关 shader 代码。

此外，UIDrawLine 还具有以下特性：

支持细线，粗细的绘制。

可以使用不同的过滤纹理，达到是否抗锯齿的效果。

通过最佳抗锯齿效果，可以在绘制粗线段时达到最佳效果。

线段端点可以圆形封闭，也可以矩形封闭。

通过连续选项，可以绘制连续的线段。

UIDrawLine UI line drawing，support windows, MAC, Linux, Android and iOS

UIDrawline is a powerful and easy-to-use UI plug-in, which does not

need   post-processing,or Complex algorithms and shaders can be

implemented in the interface by using a simple filter texture Efficient anti

aliasing line drawing. And provide all C# code and related shader code.

In addition, UIDrawLine has the following features:

Support the drawing of thin lines and bold.

You can use different filter textures to achieve Anti-Aliasing effect.
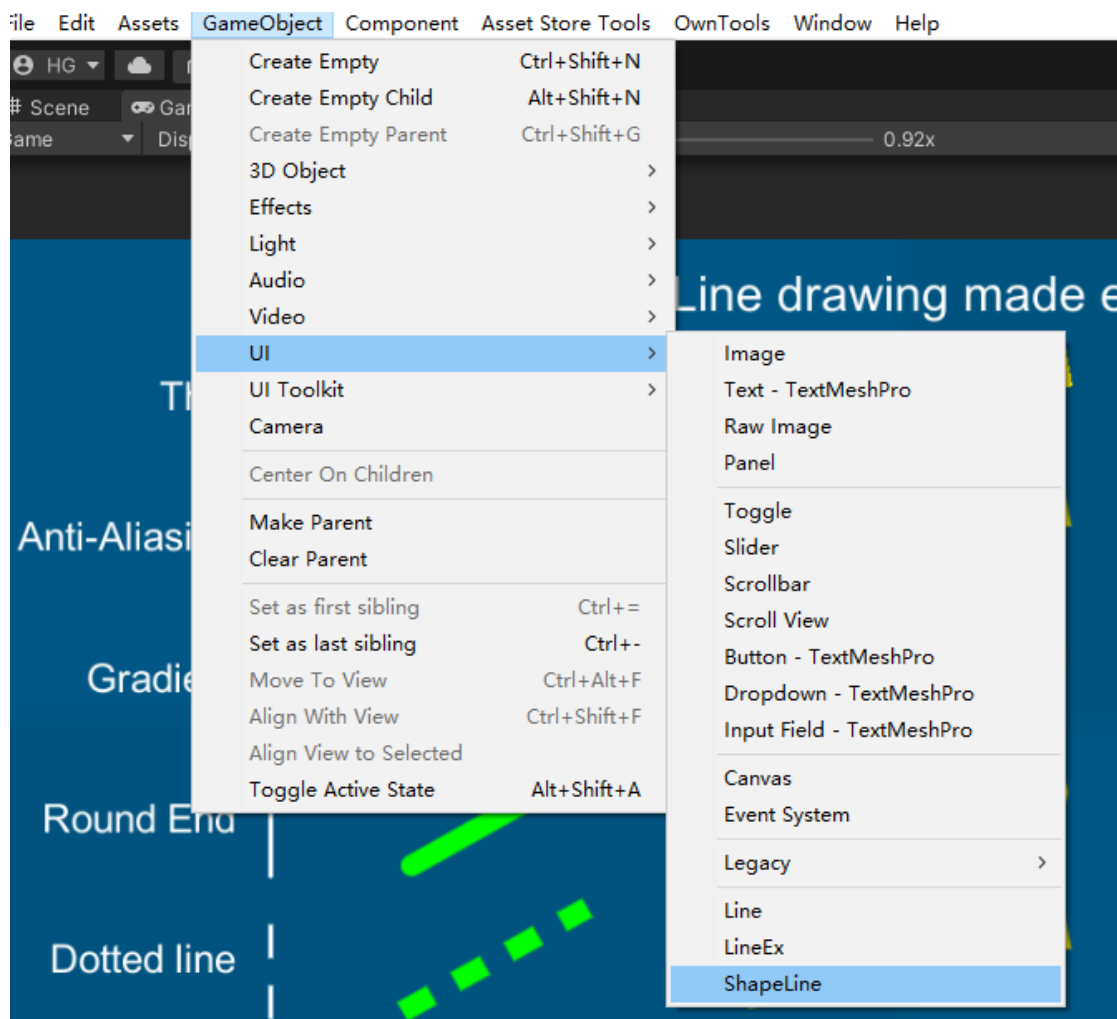
With the best Anti-Aliasing, you can achieve the best results when

drawing bold line segments.

The end of a line segment can be closed in a circle or a rectangle.

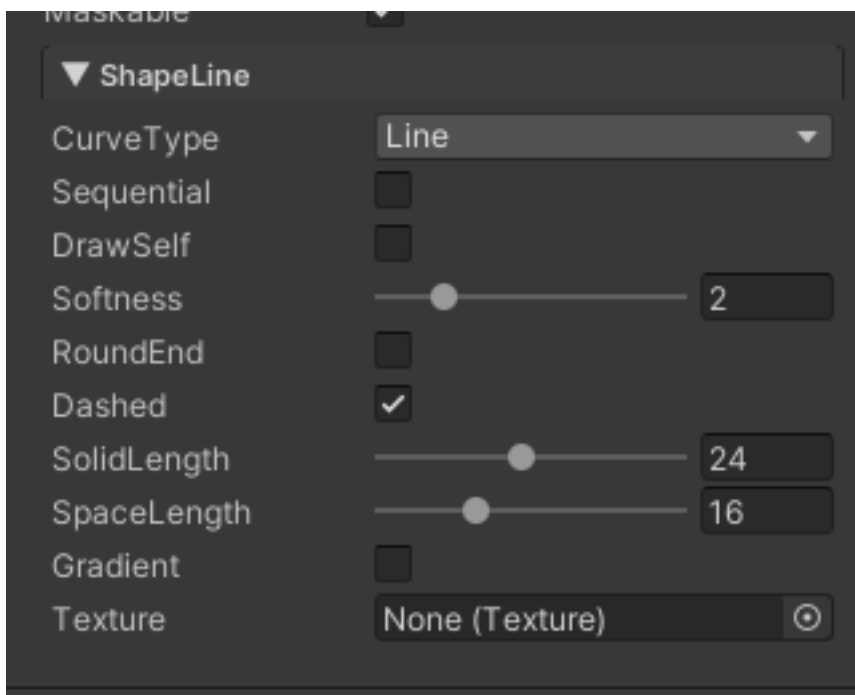With the continuous option, you can draw continuous segments.
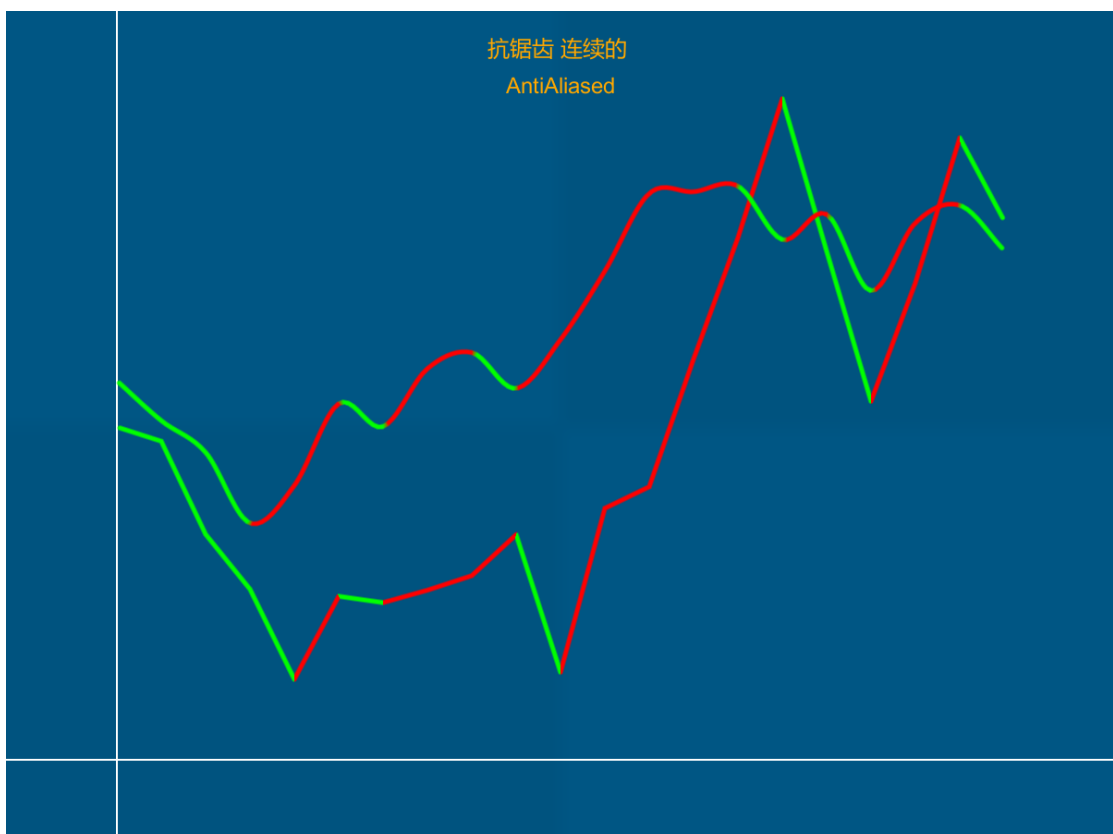
Quick Start：

1. Create UShapeLine.

2. Find it,Call AddLineSegment set line data.

```
3.    m_Axis = FindUIComponent("Axis") as BDSZ_UIShapeLine;
4.    m_Axis.AddLineSegment(new Vector2(0.1f, 0.0f), new Vector2(0.1f, 1.0f), 2.0f,
      Color.blue);
5.    m_Axis.AddLineSegment(new Vector2(0.0f, 0.1f), new Vector2(1.0f, 0.1f), 2,
      Color.blue);
```
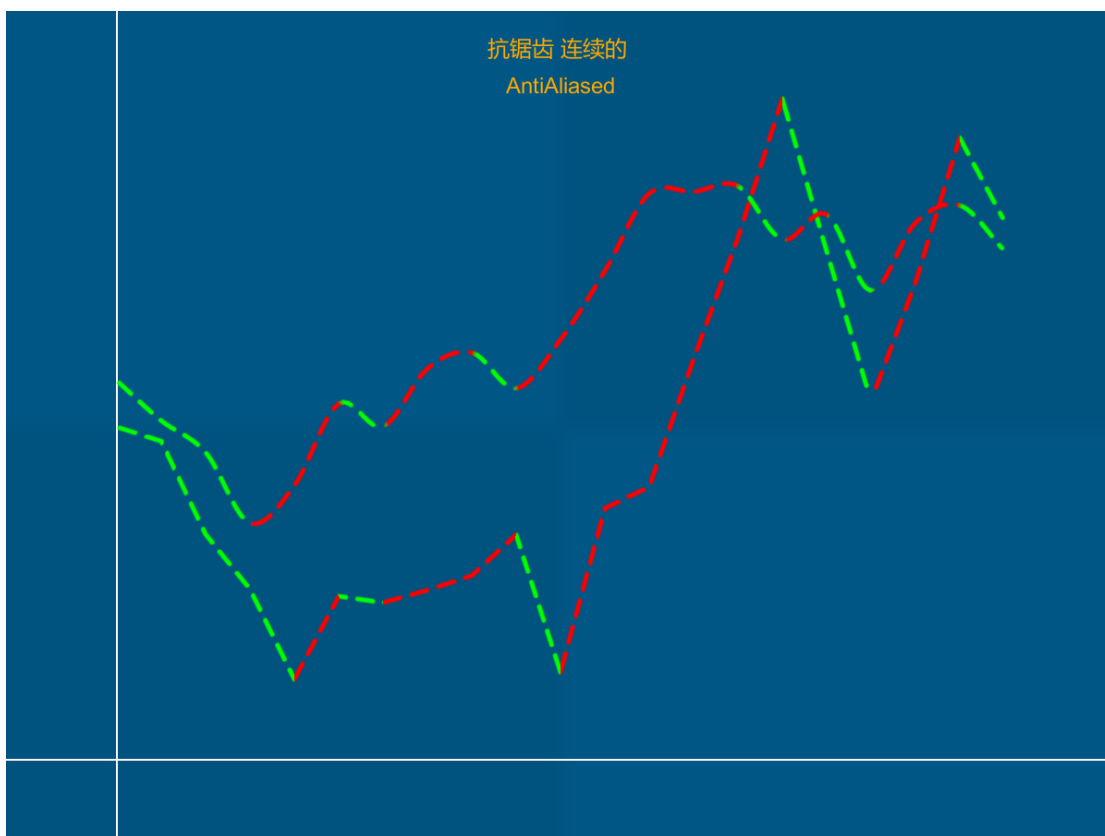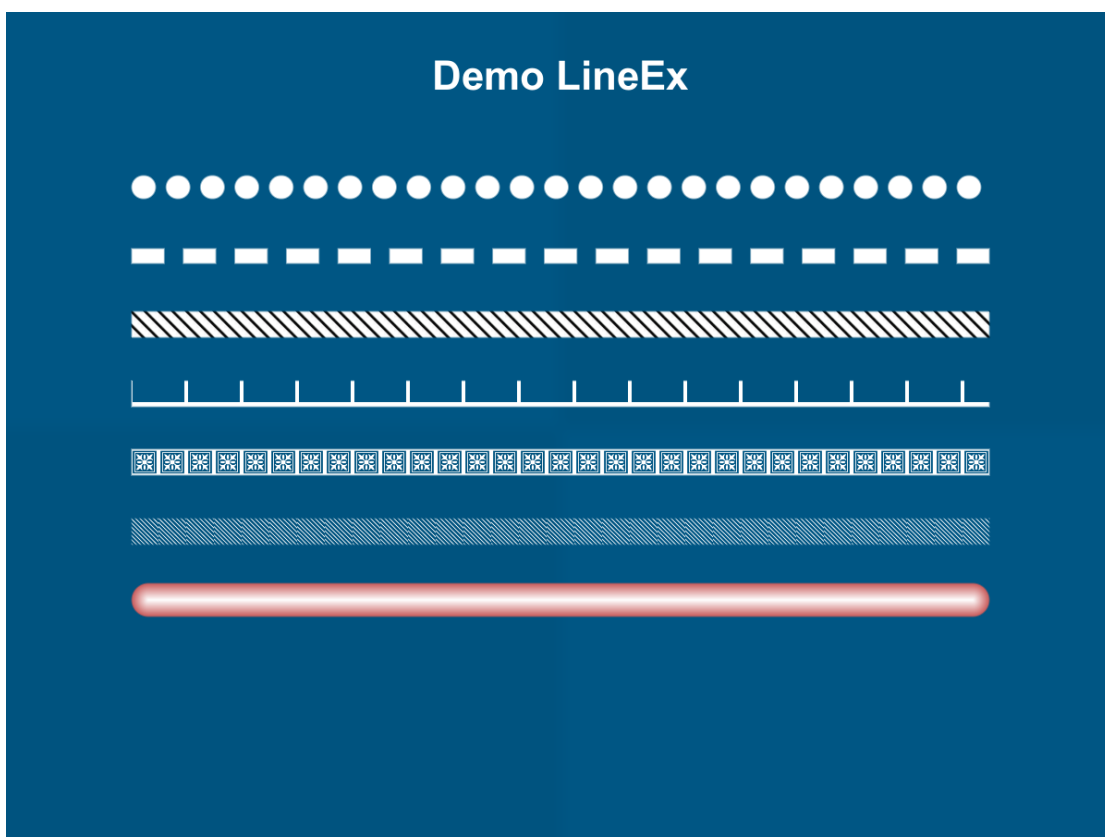
properties：

1:AntiAliased And Sequential

抗锯齿 连续的
AntiAliased

2:dott AntiAliased And Sequential

抗锯齿 连续的
AntiAliased

3:LineEx

Demo LineEx

4:Rand Line