

# MatEdit v.0.2

MatEdit is an editor extension which enables you to make good looking custom editors for shaders very fast and without any effort. The tool is specifically designed to simplify the way of creating custom GUI for shaders.

Furthermore MatEdit enhances the interaction between developer and material via some added features (e.g. Animation Curves and Gradient - directly in the material settings).

## How to Start

1. Create a new C# script and name it as you wish. In this example we call it "CustomShaderGUI.cs"
2. Open the script in the script editor of your choice.
3. Remove all MonoBehaviour related functions etc.
4. use "Northwind.Editors.Shaders".
5. Inherit from "MatEditGUI" and implement the function "OnMaterialGUI"
6. Use any MatEdit-Field function you want.

## Special Fields

MatEdit makes huge use of sending data as textures to the shader which use another user interface. To read the information in the shader simply use: "tex2D(\_DataSampler2D, float2(process, 0))" or tex2Dlod(\_DataSampler2D, float4(process, 0, 0, 0))".

Fields which make use of this are: "AnimationCurveField" and "GradientField".

Very important! The AnimationCurveField can only contain data in this area (x: 0 - 1, y: 0 - 3). Currently the rgb channels are used for: r = 0 - 1, g = 1 - 2, b = 2 - 3.

**It is possible, that this part will change in the future!**