1. This plugin doesn't use Collider2D Components.

2. Customize and edit the PolygonButton's raycast area. Ctrl + Left mouse down to delete a point.

3. Supports 3D UI, rotation of UI, Mask and RectMask2D.

4. The Z coordinate of UI's position should not be less than 0 when using render mode of "Screen-Space - Overlay".

5. Recommend you use Mask rather then RectMask2D when the UI camera's Projection is "Perspective" and the Canvas's render mode is "World Space" or "Camera". In this case, RectMask2D is not accurate.

6. When using 3D UI, your camera may see the reverse side of UI, you should turn the toggle "Ignore Reversed Graphics" on of the component "Graphic Raycaster", which is attachs to Canvas.

7. At the same time support UI Polygon component of UI-Extensions on Github, I optimized UI Polygon, and at the same time made PolygonButton support UI Polygon.

（本插件在 Github 开源嘻嘻嘻，欢迎投喂 55555）

1. 本插件不使用 Collider2D 组件。

2. 自定义和编辑 PolygonButton 的光线投射区域。 Ctrl + 鼠标左键向下删除一个点。

3. 支持 3D UI、UI 旋转、Mask 和 RectMask2D。

4. 使用 "Screen-Space - Overlay" 渲染模式时，UI 位置的 Z 坐标不小于 0。

5. 当 UI 相机的 Projection 为"Perspective"且 Canvas 的渲染模式为"World Space"。或"Camera"时，建议您使用 Mask 而不是 RectMask2D。在这种情况下，RectMask2D 是不准确的。

6. 使用 3D UI 时，您的相机可能会看到 UI 的反面，您应该打开附加到 Canvas 的"Graphic Raycaster"组件的"Ignore Reversed Graphics"切换开关。

7. 同时支持 Github 上 UI-Extensions 的 UI Polygon 组件，我优化了 UI Polygon，同时使 PolygonButton 支持 UI Polygon。