

2D Outline



Support : volkov40@hotmail.com

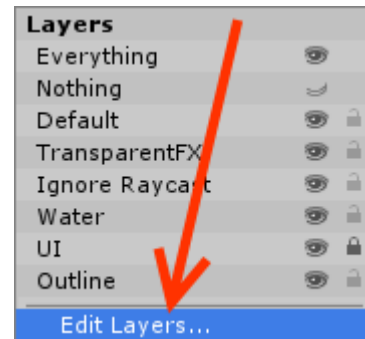
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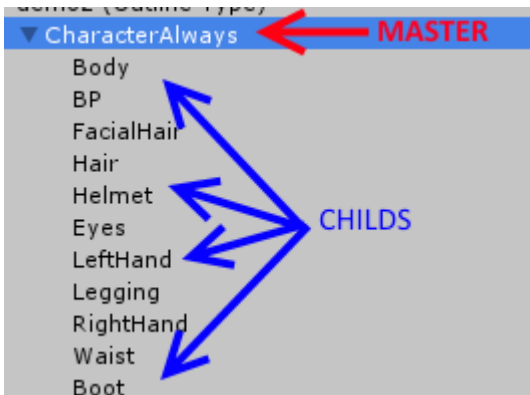


Outline

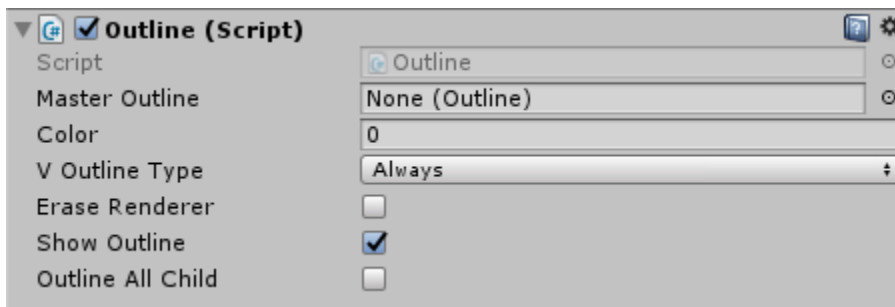
First of all, it is important to create a Layer named Outline.
To do it, click on Layer at the top right of your Unity Editor, then Edit Layers like the picture at the right.



Select your sprite, then Add a new script and type Outline OR you can go to the folder in Assets/2DOutline/Outline.cs and drag it on the GameObject which contain the sprite.



By default, all the childs below the main sprite will also be outlined.
If you do not want this, Uncheck Outline All Child in the Outline Scripts.
It should look like this :



All you need to change here is Color and vOutlineType.

COLOR : 0 = RED, 1 = BLUE and 2 = GREEN.

vOutlineType : There are 4x outline type.

Always : Will always show the object outlined

MouseOver : Will show the object outlined if you move your mouse over it. Then hide it when you move out.

Click : Will show the object outlined if you click on the objects or it's childs. You need to re-click to hide it.

Script : The outline script will be on the gameobject when the game start. You need to use your own script to activate the Outline. Use the public function ShowHide_Outline (bool) to show the outline correctly.



Outline Manager

If you want to adjust the thickness of your outline, add this script to your main camera (Outline Manager). By default it's 4. If you don't add this script, it will be automatically added with a thickness of 4.

