

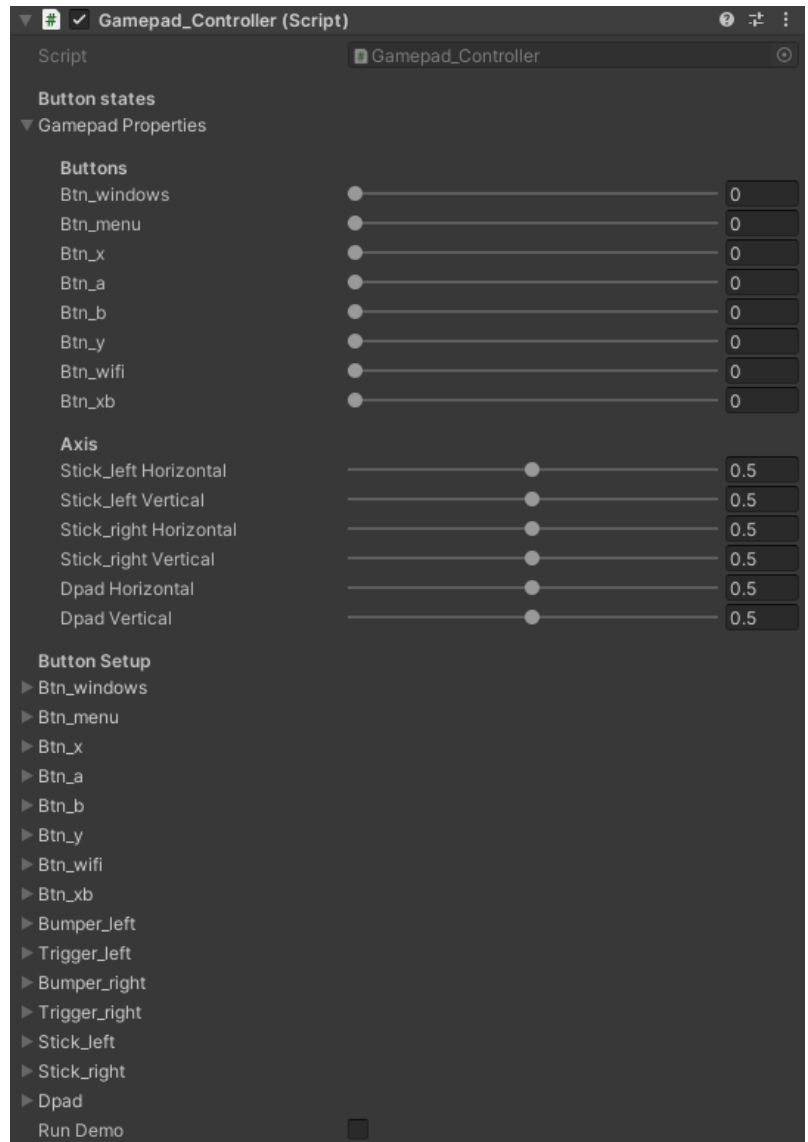


Controller Documentation

1.0

Script

To control the buttons at runtime use the corresponding slider under the Gamepad Properties dropdown.



Shader

Custom refraction shader for the transparent parts of the buttons.

Chromatic Aberration – controls the strength of chromatic aberration

Refraction – refraction index

Opacity – controls the opacity

Smoothness – controls the smoothness

