

ConeOfSight Shader documents

_ Color: greater than_ The color of the myfen boundary line

_ Nonvisiblecolor: the color displayed in the blocked part of the field of view

_ Viewangle: angle of view

_ Viewintervals: and_ Viewintervalsstep determines the width of the stripes together

_ Viewintervalsstep: and_ Viewintervals work together to determine the width of the stripes

_ Innercirclesize: controls the starting point of the field of view

_ Colour: less than_ The color of the myfen boundary line

_ Myfen: the dividing line of color

_ Viewspacematrix: projection matrix of field camera

_ Viewdepthtexture: Depth map of field camera

Getradiusalpha: gets the alpha that varies with distance along the field of view

Getanglealpha: gets the alpha that varies with angle along the field of view

Getobstaclealpha: get the alpha that changes when the field of view is blocked

In frag, the field of view of the camera is projected to the ground and displayed