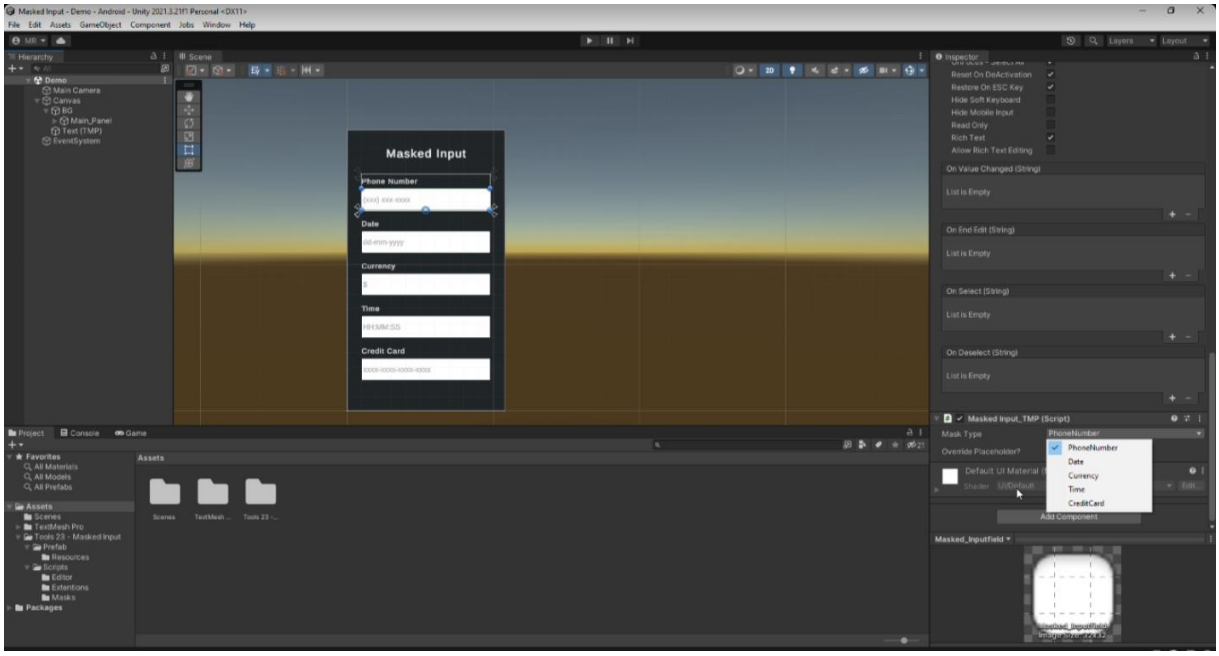
Tools-23 – Masked Input

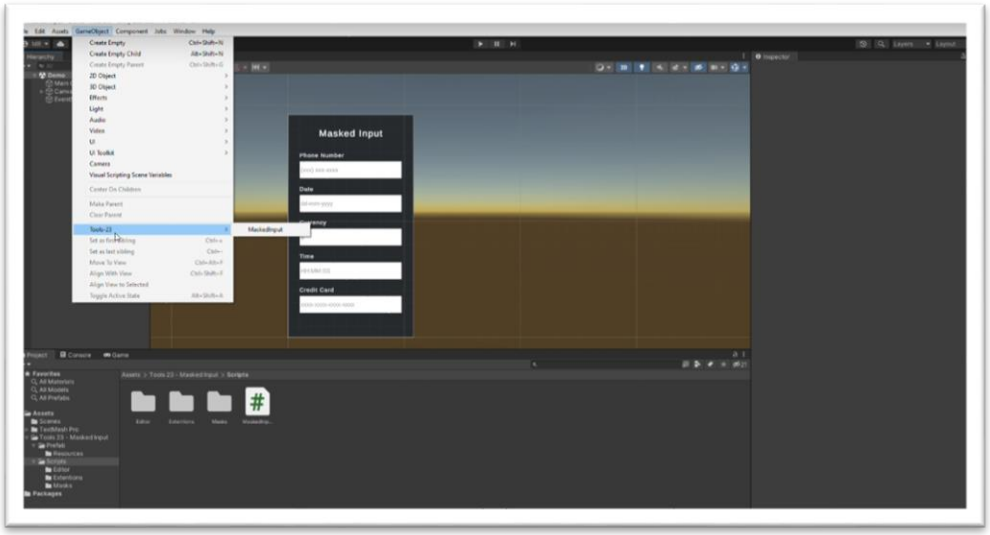
A mask is defined by a format made up of mask literals and mask definitions. Any character not in the definitions list below is considered a mask literal. Mask literals will be automatically entered for the user as they type and will not be able to be removed by the user. Tools-23 Masked Input extends TMP_Inputfield to make it show masked behavior. Here currently 5 masks are available. More to add soon.

Masking Input field were never so easy.



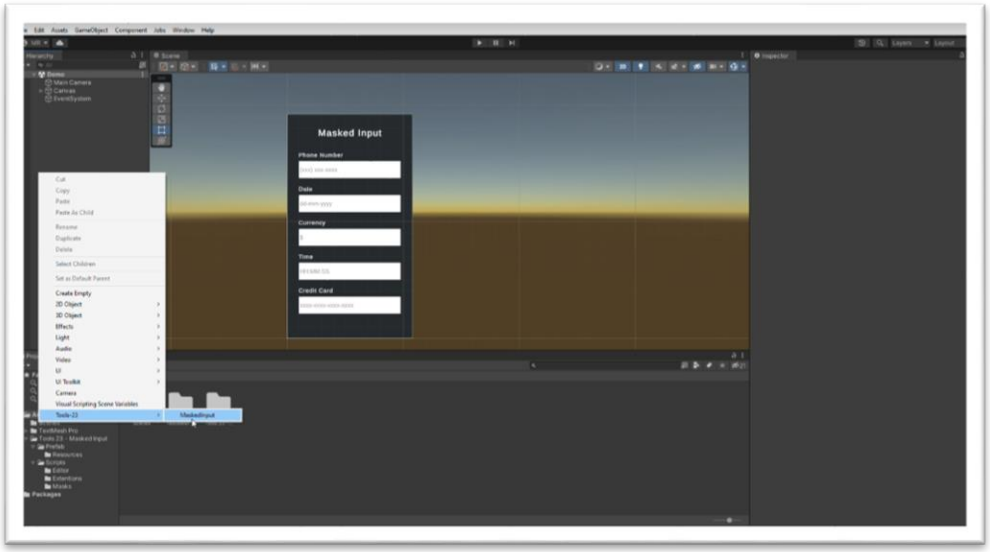
How to add Masked Input to your scene

1. Go to **GameObject>Tools-23>Masked Input** to create a new masked inputfield inside an



canvas. If there is no canvas, it will state to you that in the console.

2. Right Click on the



empty space of the hierarchy then go to **Tools-23>Masked Input**