RoundedSquare

Asset Store Link

© 2017 Justin Garza

PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

Contact me at:

Email: jgarza9788@gmail.com

Cell: 1-818-251-0647

Contact Info: justingarza.net/contact

Description/Features

This is a Shader that will round the corners of square sprites, and UI Images.

- Round all corners or some.
- Invert rounding.
- Round corners of rectangles and squares.

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

Table of Contents

1. Settings
2. Examples
3. Scripts
   - CreateGrid.cs
   - MaterialManager.cs

- SwitchScenes.cs
- TileManager.cs

4. Note about Scene2

Settings

PixelSnap:
Will snap pixels, (great for pixel art)

_Color: (seen as "Main Color")
This is the tint color.

_Radius:
this controls the roundness of the corners.

_scale:
if your square has been scaled (to be a rectangle) you'll want to change these values to reflect the same scaling as the object.

_TR: (seen as "_TopRightCorner")
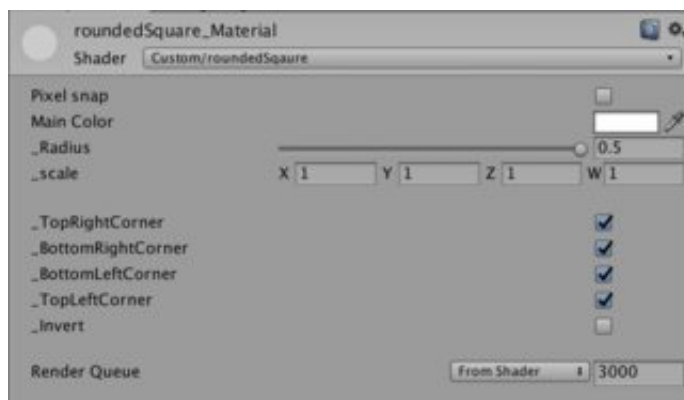Controls if the top right corner should be rounded.

_BR: (seen as "_BottomRightCorner") Controls if the bottom right corner should be rounded.

_BL: (seen as "_BottomLeftCorner") Controls if the bottom left corner should be rounded.

_TL: (seen as "_TopLeftCorner") Controls if the top left corner should be rounded.

_Invert:
inverts what pixels are shown/hidden.

Examples

Below is examples of code to change the settings of the shader at runtime. (see MaterialManager.cs and TileManager.cs for more complete code)

```csharp
//use a variable to convert the bool to int
int i = 0;

//convert bool to int
i = (TopLeftToggle.isOn)?1:0;

//set the Top Left to true/false
roundedSquare.SetInt("_TL",i);

//convert bool to int
i = (TopRightToggle.isOn)?1:0;

//set the Top Right to true/false
roundedSquare.SetInt("_TR",i);

//convert bool to int
i = (BottomRightToggle.isOn)?1:0;

//set the Bottom Right to true/false
roundedSquare.SetInt("_BR",i);

//convert bool to int
i = (BottomLeftToggle.isOn)?1:0;

//set the Bottom Left to true/false
roundedSquare.SetInt("_BL",i);

//set the Radius value
roundedSquare.SetFloat("_Radius",RoundnessSlider.value);

//convert bool to int
i = (InvertToggle.isOn)?1:0;

//set the invert to true/false
roundedSquare.SetInt("_Invert",i);
```

Scripts

This is list of the scripts that are included with a breif description of what they do.

CreateGrid.cs

An editor only script that easily creates a grid of objects

MaterialManager.cs

This script updates the material in the Scene1.

SwitchScenes.cs

this script switches scenes...not much to see here.

TileManager.cs

This script manages the tiles and rounds the corners based on the tiles around it. (see Scene2)

Note about Scene2

1. Open Scene2 in the editor.
2. Select a few Tiles.
3. Check/uncheck the isActive bool in the TileManager.cs
4. Play the Scene