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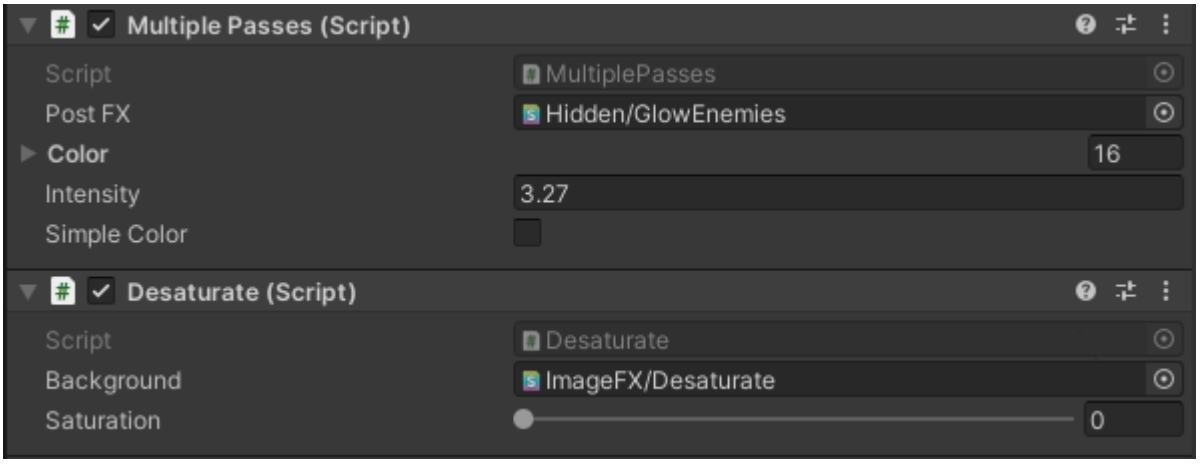
Accessibility Shaders

Preparing the post processing effect



Add the scripts **Multiple Passes and Desaturate (in order)** to the camera. In the Post FX script reference the **shader Glow Enemies** and in Background the **Desaturate shader.**

ID of the materials

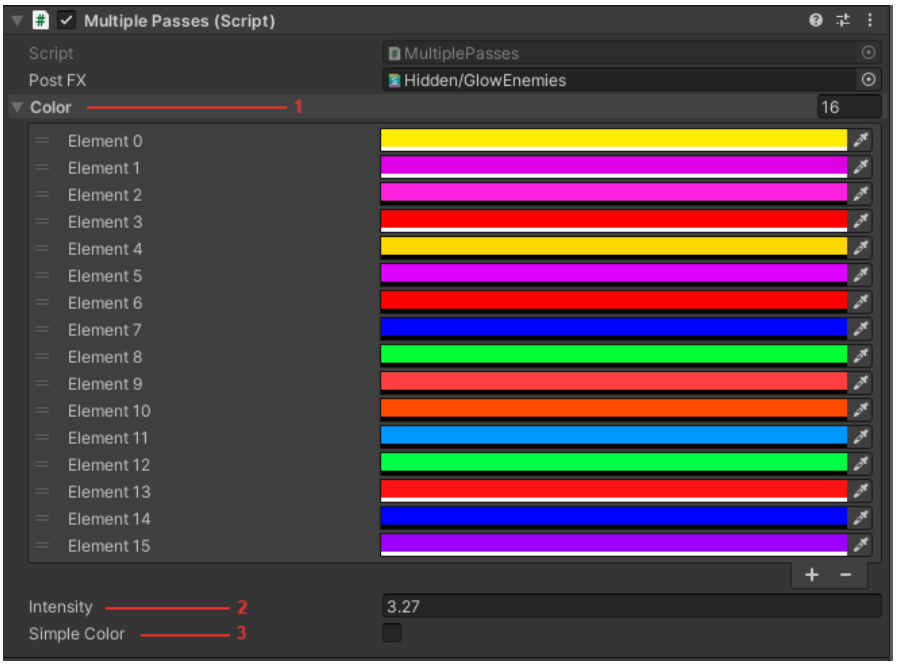
The _ID property of the materials changes the colour of the objects.

If the value is 0, the Desaturate script understands that it's a background object and desaturates the colour. If it's a value of 1 to 16 it chooses one of the colours of the palette declared in the Multiple Passes script.

Deactivating the effects

Deactivate Simple Colour and put the intensity value to 0.

Script - Multiple Passes



1. Colour

Palette of 16 colours for the objects. It ranges 0 to 15, being 1 to 16 in the material property of the objects. Private variable.

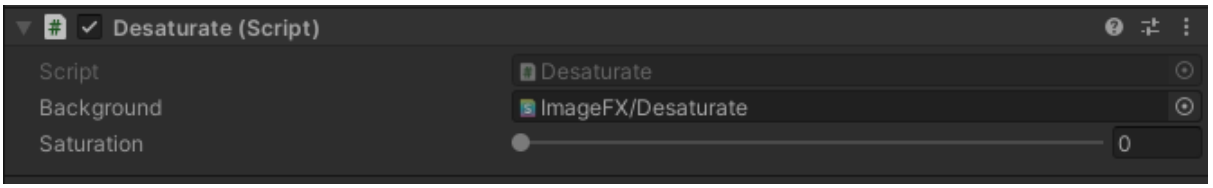
2. Intensity

Value of the intensity of the colours in the palette. **Public Variable (float, Intensity).**

3. Simple Colour

Changes the effect. If it's deactivated it is additive and only tints the objects, if activated it fills with a plain colour without shading. **Public Variable (bool, SimpleColor).**

Script - Desaturate



Controls the colour saturation of the objects defined as background. **Public Variable (float, Saturation).**

Retro Effects

Affine Texture Mapping

Enables or disables the texture distortion effect.

In order to minimise the effect it is advised to not have large polygons on screen and not having the camera close to the ground.

No FPU

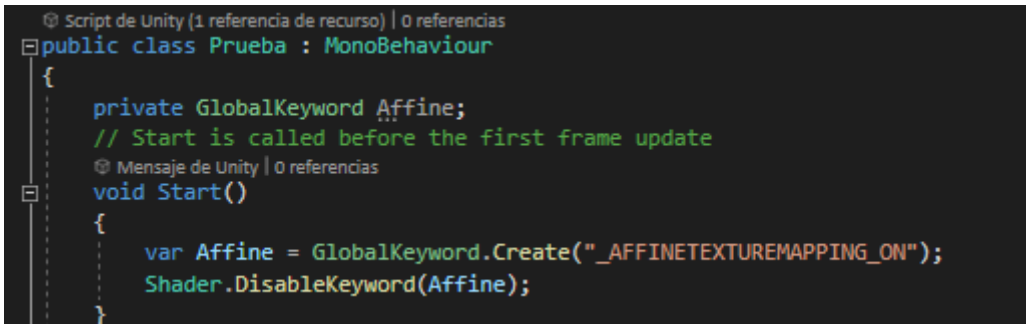
Enables or disables the vertex snapping to the pixels.

The effect recreates the lack of floating point operations in the original playstation and the software rendering of the PC's of the nineties.

Horizontal & Vertical Resolution

Defines the snapping grid for the vertices. The default value is the PSX resolution.

Enabling/Disabling the retro effects globally



Create a global keyword with the name of the keyword in your script. Call the Shader.Enable/DisableKeyword to enable or disable the effect globally.

Index of Global Keywords

_AFFINETEXTUREMAPPING_ON (Affine texture mapping).
_NOFPU_ON (Snapping of vertices to the pixel grid).