# Tron Shader Offline Documentation

You can find the Online version here: https://blasph.tech/Docs/Docs/#/Tron

You can find a webGI demo here: https://blasph.tech/TronShader/

## Set Up

It's pretty easy to start working with this shader.

1) Create in Hierarchy a box or a plane

2) Create a material in Project (right mouse click -> create -> Material)

3) Click on the new material and under Inspector choose (Shader -> Unlit -> Tron)

4) Drag and drop the material on your box (or plane) you created

5) Click on GameObject and check the Material box, you can find all the shader params you can play with
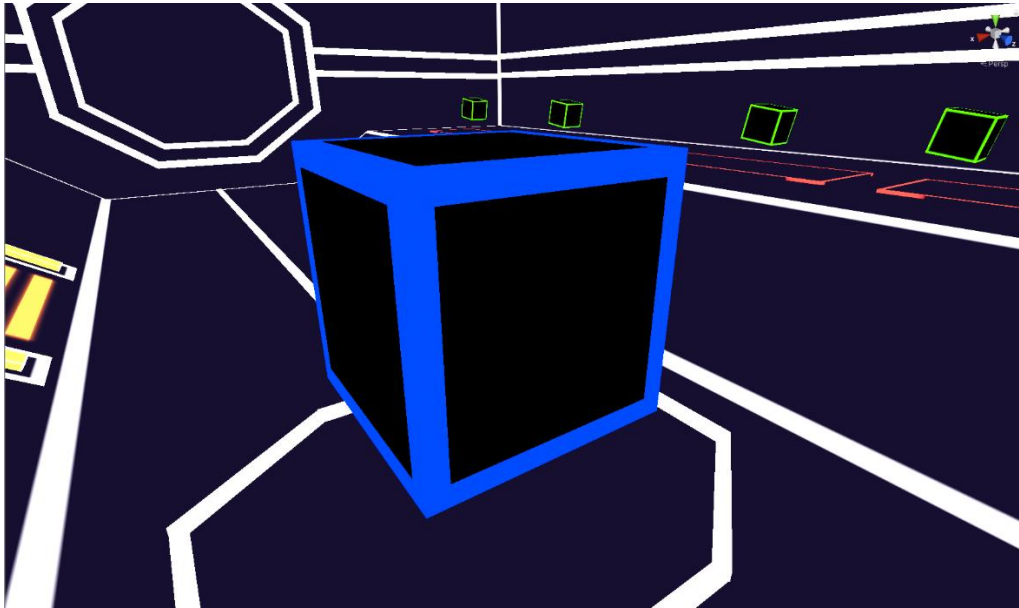
## Base Color
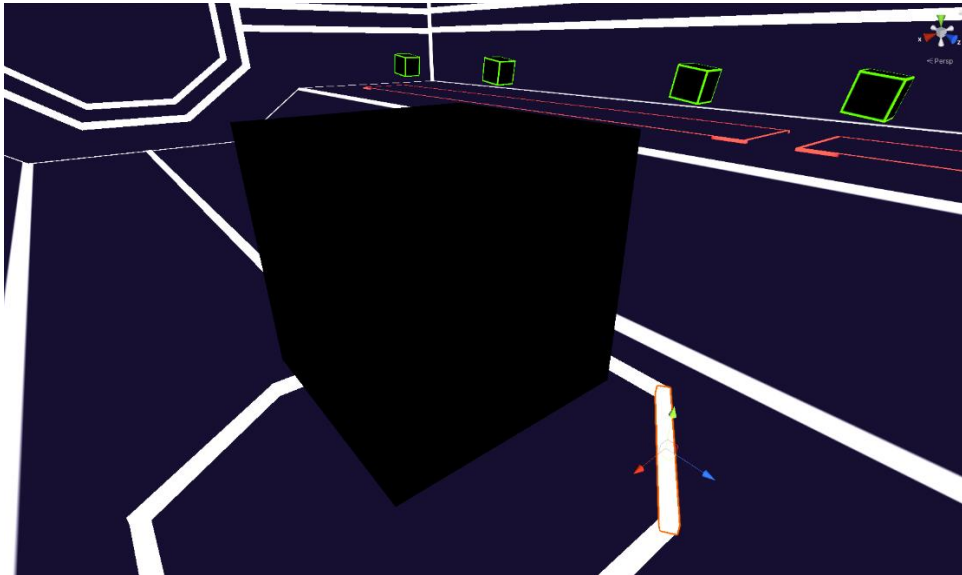


This component allows you to set a color for the base mesh of you GameObject. It is the background color of this shader
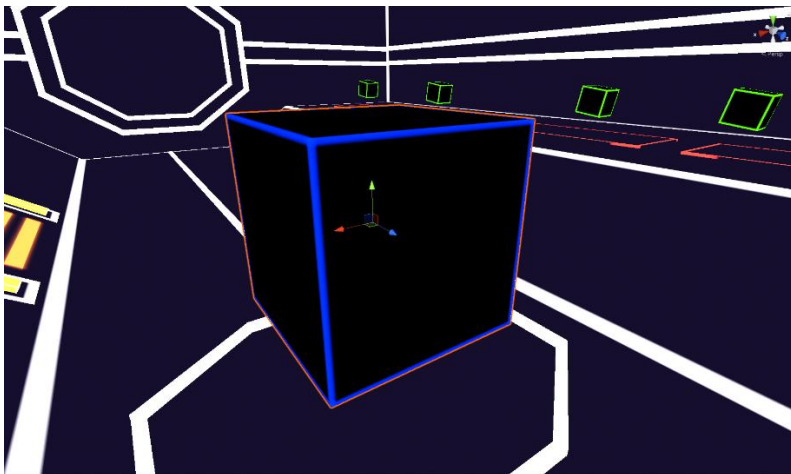
# Outline

These components allow you to set the outline glow. You can set the color, the width, and the sharpness of this effect
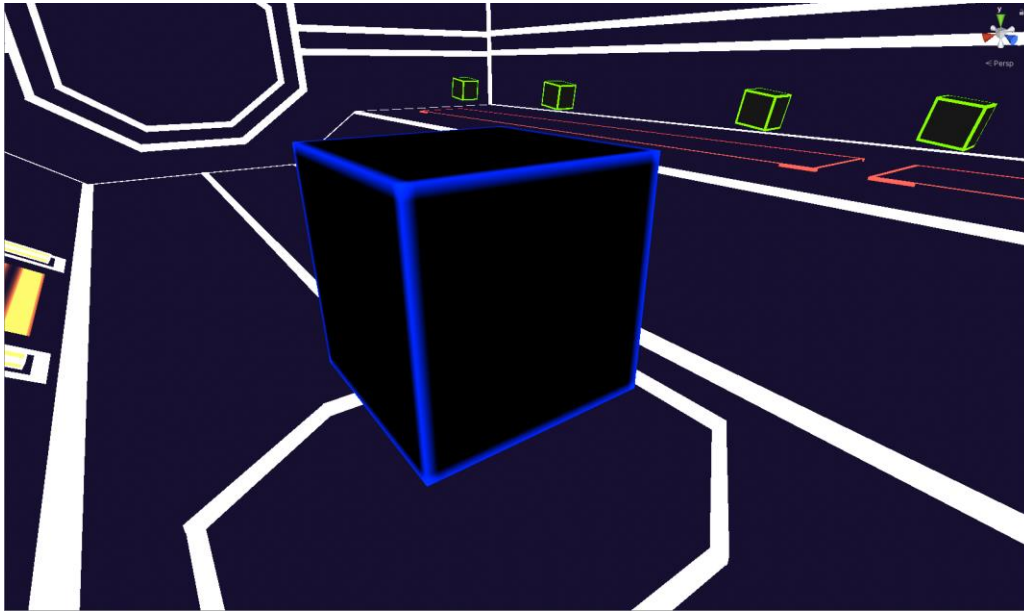
## Color



It's the main outline color.

## Width Outline



It's the width of the outline. These parameters sets the same dimension on each side
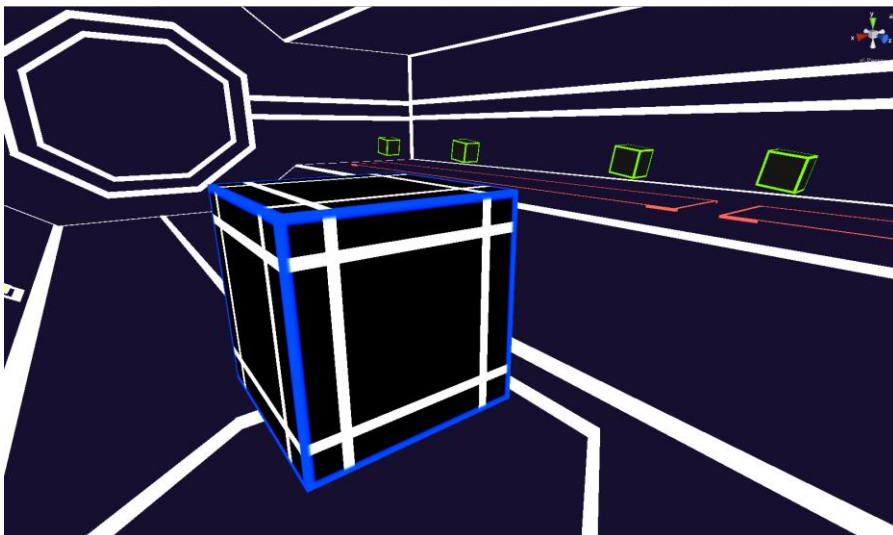
## Width Outline Sharpness



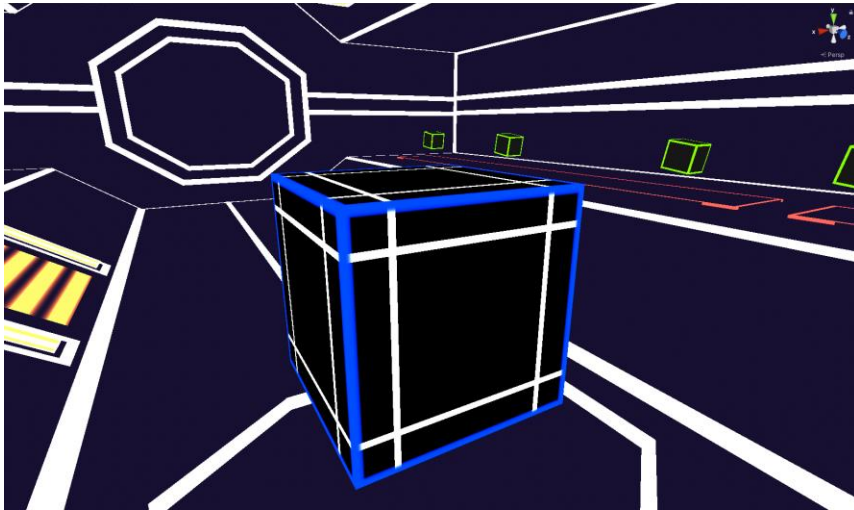Given an outline width you can set the sharpness of the color

# Grid

These components allow you to set how many subdivision your gameObject has as a vertical and horizontal lines
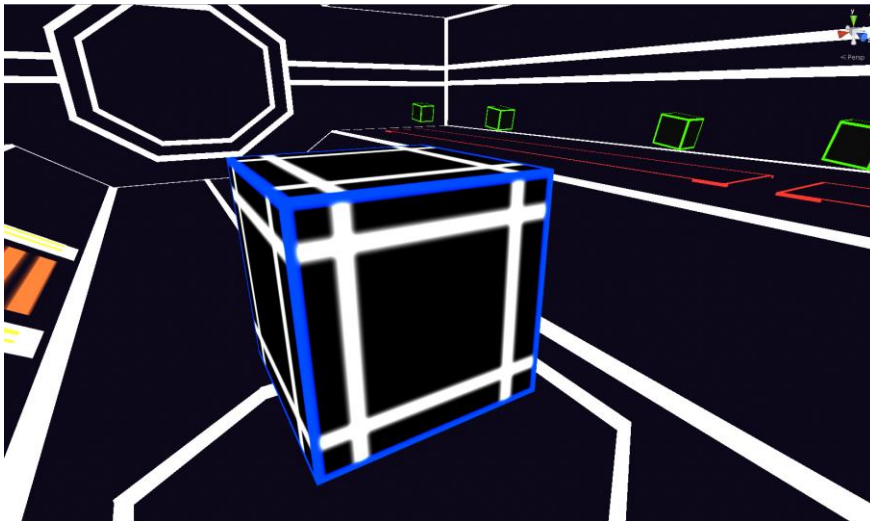
## Color



It's the main grid color.

# Width Grid



It's the width of the Grid. These parameters sets the same dimension on each side and depends on how many vertical and horizontal lines you set

# Grid Sharpness



Given a grid width you can set the sharpness of the color, starting from the grid width it will increase also the dimension of the lines. Working with this parameter you can create also light glowing effect

# Pulsing effect

This component allows you to set a pulse effect interpolating the _Time method. You can test in play mode