Render Texture Painter

This plugin create by render texture.Performance is better than using pixel mode.

There are three demo in the project: Drawing board,Erase and Scribble.
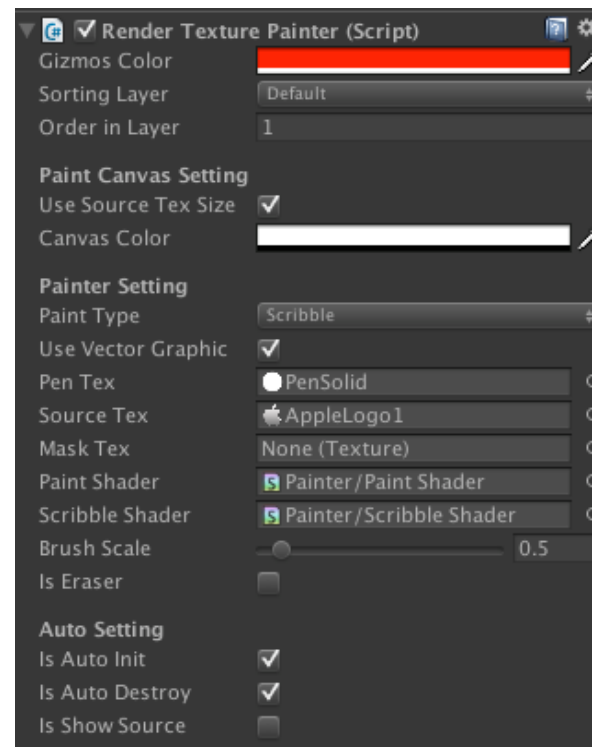
Email: 173556135@qq.com

*Steps:

1. Crete a game object.

2. Add Render Texture Painter script.

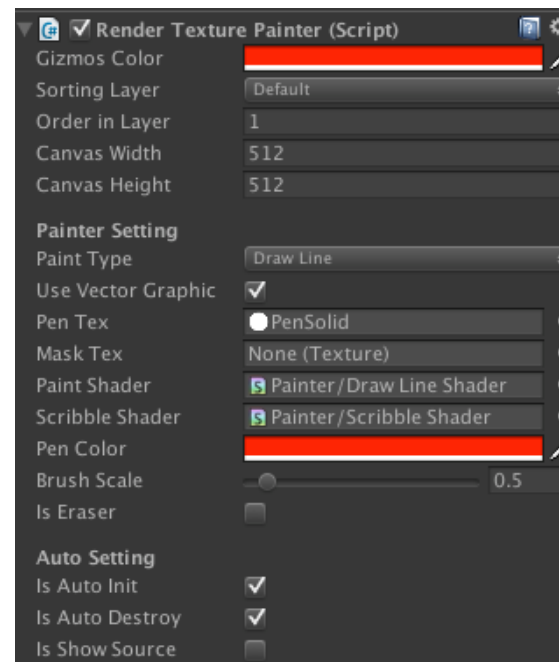**3. Set the parameters.**

#Paint Type is Scribble.

      -Pen Texture

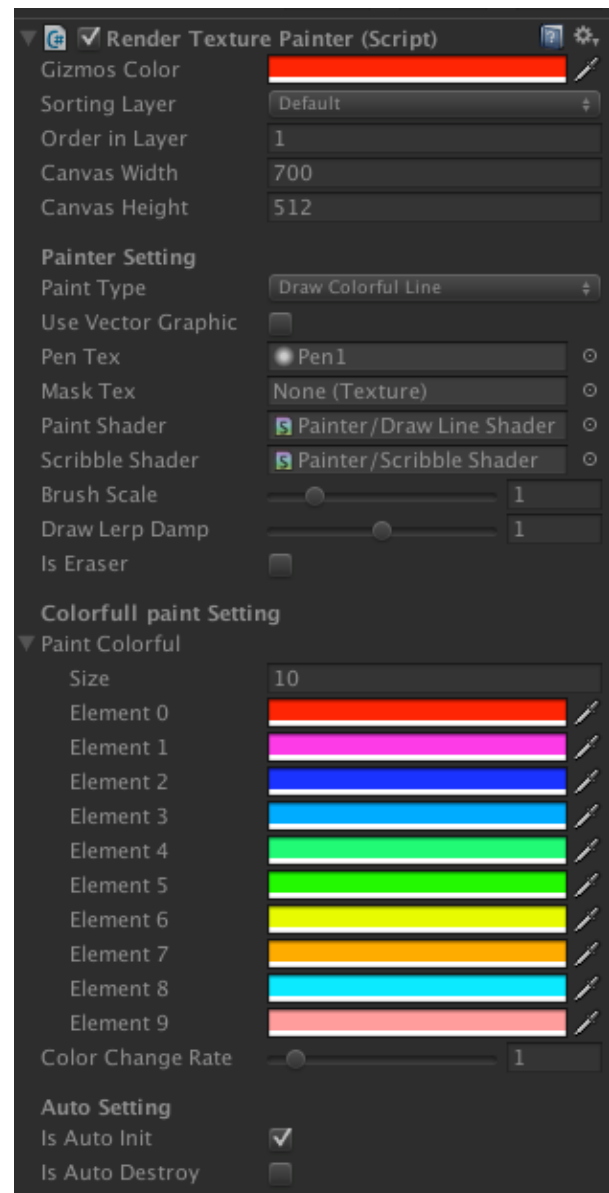   -Source Texture

      -Paint Shader

      -Scribble Shader

#Paint Type is Draw Line.

      -Pen Texture

      -Source Texture

      -Paint Shader

      -Scribble Shader

#Paint Type is Draw Colorful Line.

  -Pen Texture

  -Source Texture

  -Paint Shader

  -Scribble Shader

  -Paint Colorful

  -Color Change Rate

Render Texture Painter (Script)	
Gizmos Color	■ (red)
Sorting Layer	Default
Order in Layer	1
Canvas Width	700
Canvas Height	512
Painter Setting	
Paint Type	Draw Colorful Line
Use Vector Graphic	☐
Pen Tex	● Pen1
Mask Tex	None (Texture)
Paint Shader	Painter/Draw Line Shader
Scribble Shader	Painter/Scribble Shader
Brush Scale	1
Draw Lerp Damp	1
Is Eraser	☐
Colorfull paint Setting	
▼ Paint Colorful	
Size	10
Element 0	(red)
Element 1	(magenta)
Element 2	(blue)
Element 3	(light blue)
Element 4	(green)
Element 5	(green)
Element 6	(yellow)
Element 7	(orange)
Element 8	(cyan)
Element 9	(pink)
Color Change Rate	1
Auto Setting	
Is Auto Init	☑
Is Auto Destroy	☐

4.Add Script

```csharp
private RenderTexturePainter _painter;

// Use this for initialization
void Start () {
    _painter = GetComponent<RenderTexturePainter>();
}

// Update is called once per frame
void Update () {
    if(Input.GetMouseButton(0))
    {
        _painter.Drawing(Input.mousePosition,Camera.main,true);
    }
    else if(Input.GetMouseButtonUp(0))
    {
        _painter.EndDraw();
    }
}
```

*Functions

- **public void** *Drawing*(Vector3 screenPos , Camera camera=**null**,**bool** drawOutside=**false**)
  // Invoke this function on mouse move or drag.

- **public void** EndDraw()
  //Invoke this function on mouse up.

- public void Init()
  //Invoke this function on launch if the isAutoInit param is false. You can set isAutoInit to false when you want to set the pen texture or source texture dynamic.

- **public void** ClearCanvas()

- **public void** ResetCanvas()

- **public void** ShowScribbleComplete()

- **public void** Dispose()
  //Invoke this function if the isAutoDispose is false.

*Variables

- **public float** canvasAlpha
  //Change the canvas's alpha.

- **public** Color penColor
  //Change the pen's color.

- **public** Texture sourceTexture
  //Change the source texture when paint type is Scribble or None.

- **public** Texture maskTexture

- **public** Texture penTexture
  //Change the pen texture.

- **public bool** isErase

- **public float** brushScale
  //Control the brush size.

```
- public float drawLerpDamp;
//line continous
```