

# Render Texture Painter V2

Performance is better.

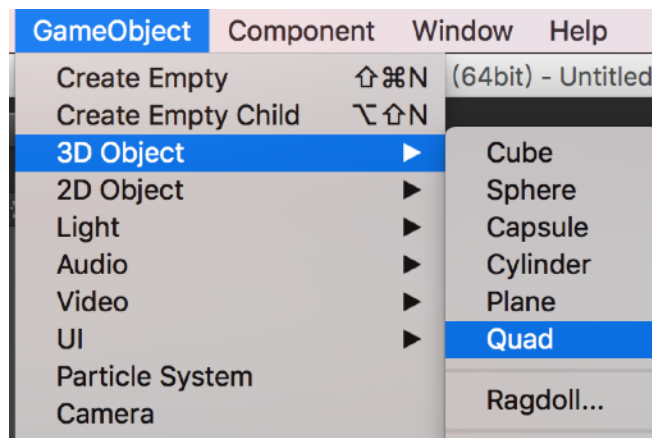
Easy to use on ugui.

Easy to expand or modify.

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## Quad Canvas: (PaintCanvas2 Demo)

### 1. Create A Quad GameObject.



### 2. Add Painter Component and Set Collider

#### 1) Set The Render Tex Width and Height

#### 2) Set the PaintType

#### 3) Set the Pen Mat and Canvas Mat

#### 4) Set the Colliders

The role of Collider is to get the touch UV.

#### 5) Add Resize Painter Quad Component.

The role of ResizePainterQuad is to resize the quad's vertex size.

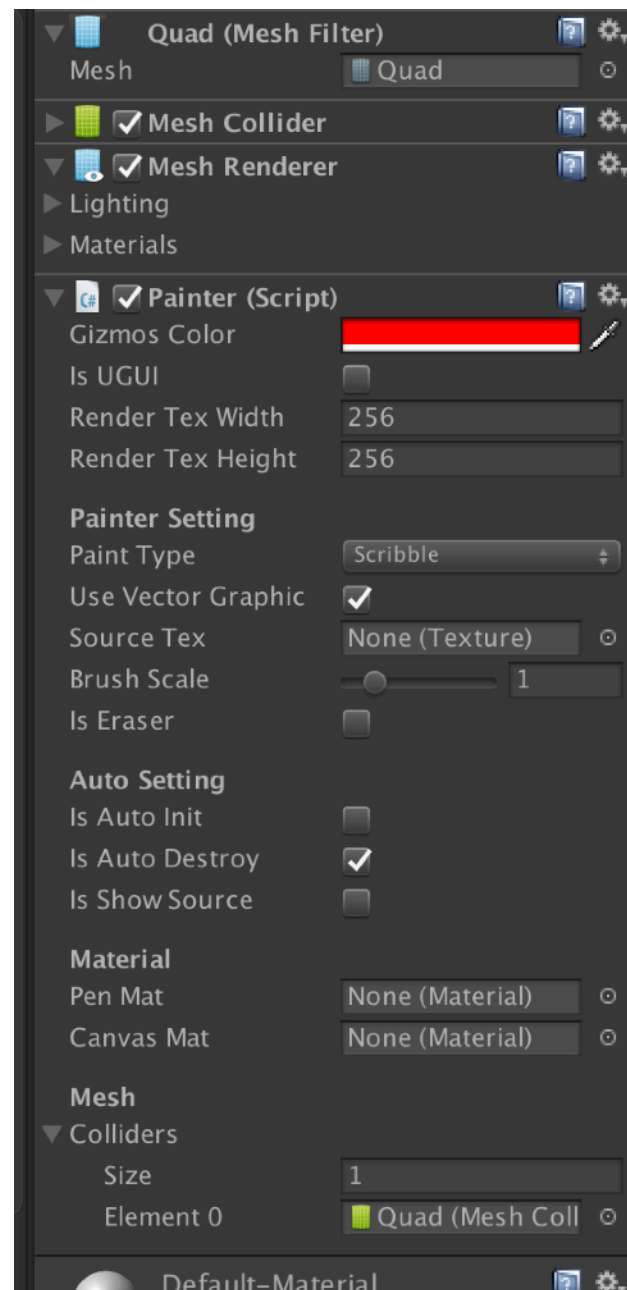
### 3. How to set the materials

#### 1) Pen Mat

This is a simple material.

#### 2) Canvas Mat

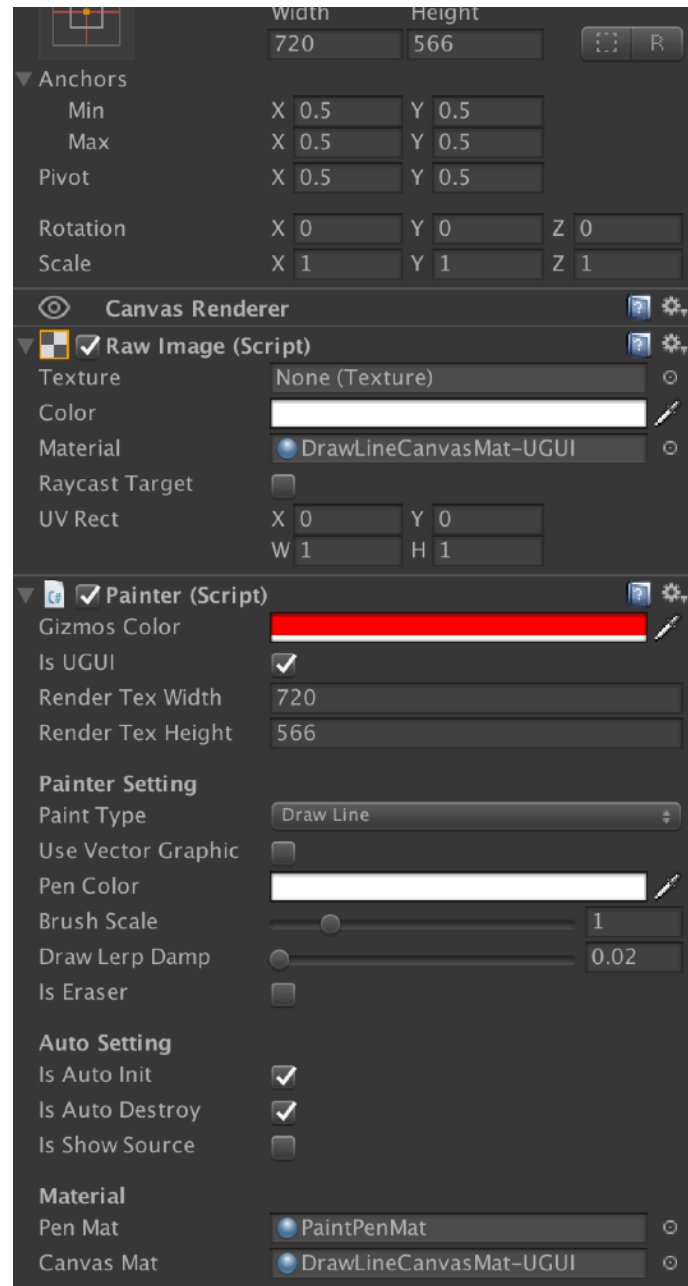
This material depends on whether you are scribbling or drawing lines.



## UGUI Canvas: ( PaintCanvas2-UGUI Demo)

1. Create RawImage
2. Set RawImage Size
3. Add Painter Component
4. Set RenderTex Width/Height
5. Select the paintType
6. Set The Material

note : Canvas Material needs to support ugui.



## Painter Controller:

1. Create a script called xxxController for controlling the painting.

2. You need to handle the touch begin/touching / touch end.

eg.

```
void Update(){
    if(Input.GetMouseButtonDown(0)){
        _isMouseDown = true;
        //Draw once when mouse down.
        painterCanvas.ClickDraw(Input.mousePosition, Camera.main, painterCanvas.penMat.mainTexture,
            painterCanvas.brushScale, painterCanvas.penMat, painterCanvas.renderTexture);
    }
    else if(Input.GetMouseButton(0)){
        if(_isMouseDown)
        {
            //draw on mouse drag.
            painterCanvas.Drawing(Input.mousePosition, Camera.main, painterCanvas.renderTexture);
        }
    }
    else if(Input.GetMouseButtonUp(0) && _isMouseDown)
    {
        painterCanvas.EndDraw();
        _isMouseDown = false;
    }
}
```

## API:

1.

```
public void ClickDraw(Vector3 screenPosOrUV , Camera camera=null ,
Texture pen=null, float penScale=1f ,Material drawMat = null ,
RenderTexture rt=null, bool posIsInRectangle = false)
```

eg.

quad canvas:

```
painterCanvas.ClickDraw(Input.mousePosition, Camera.main, painterCanvas.penMat.mainTexture, painterCanvas.brushScale, painterCanvas.penMat, painterCanvas.renderTexture);
```

ugui canvas:

```
painterCanvas.ClickDraw(pos, null, painterCanvas.penMat.mainTexture, painterCanvas.brushScale, painterCanvas.penMat, painterCanvas.renderTexture, true);
```

2.

```
public void Drawing(Vector3 screenPosOrUV , Camera camera,
RenderTexture rt,bool drawOutside=false,bool posIsInRectangle =
false)
```

eg.

quad canvas:

```
painterCanvas.Drawing(Input.mousePosition, Camera.main, painterCanvas.renderTexture);
```

ugui canvas:

```
painterCanvas.Drawing(pos,null,painterCanvas.renderTexture,false,true);
```

3.

```
public void DrawRT2OtherRT(RenderTexture rt, RenderTexture
otherRt,Material drawMat = null)
```

eg.

```
painterCanvas.DrawRT2OtherRT(painterCanvas.renderTexture,_rt,drawOtherRtMat);
```

4.

```
public void EndDraw()
```

This function is important when drawing is over. Don't forget to invoke this function.

5.

```
public void Init()
```

You can invoke this function yourself when auto init is closed.

6.

```
public void ShowTexture(Texture texture)
```

if you want to show texture on canvas.

7.

```
public void ResetCanvas()  
public void ResetCanvas(RenderTexture rt)
```

8.

```
public void ClearCanvas(RenderTexture rt=null)
```

9.

```
public void ShowScribbleComplete()
```