

SgtRingMainTexFilter

This component allows you to generate the SgtRing.MainTex field based on a simple RGB texture of a ring.

Source

The source ring texture that will be filtered.

Format

The format of the generated texture.

Power

The sharpness of the light/dark transition.

1. [SgtRingMainTexFilter](#)

1. [Source](#)

2. [Format](#)

3. [Power](#)