# **SgtRingNearTex**

This component allows you to generate the SgtRing.NearTex field.

### Width

The width of the generated texture. A higher value can result in a smoother transition.

### **Format**

The format of the generated texture.

#### Ease

The ease type used for the transition.

## Sharpness

The sharpness of the transition.

- 1. SgtRingNearTex
  - 1. Width
  - 2. Format
  - 3. Ease
  - 4. Sharpness