



# SDFImage Modes

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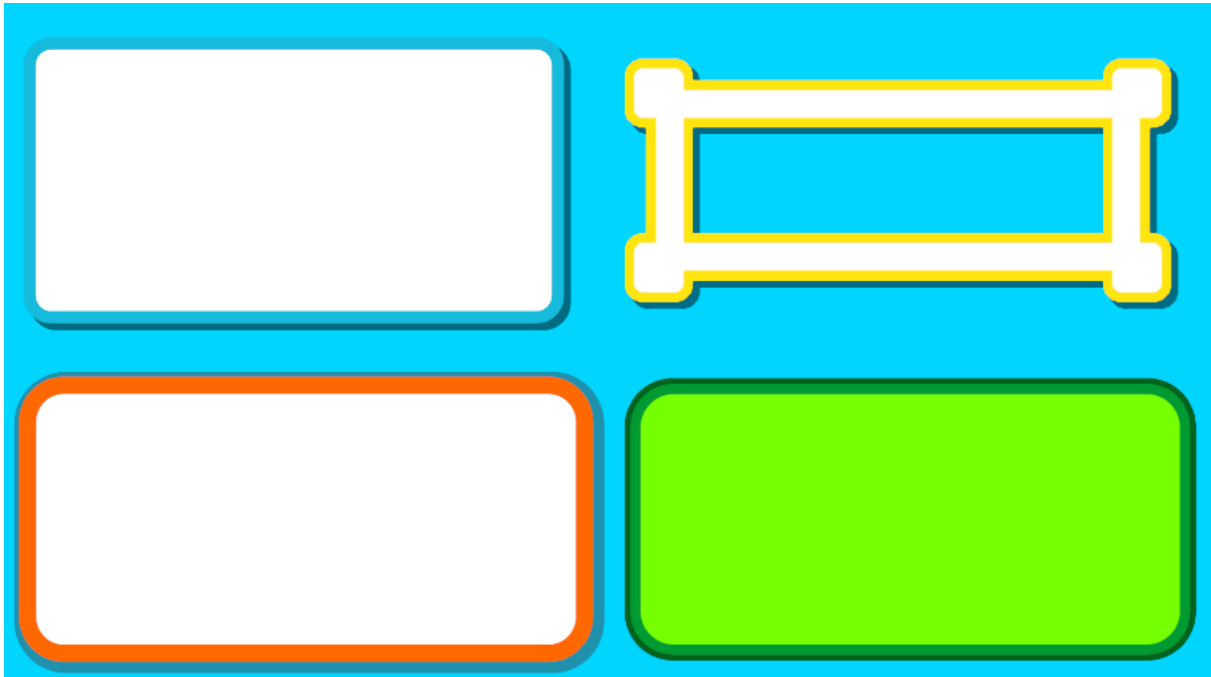
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## Simple

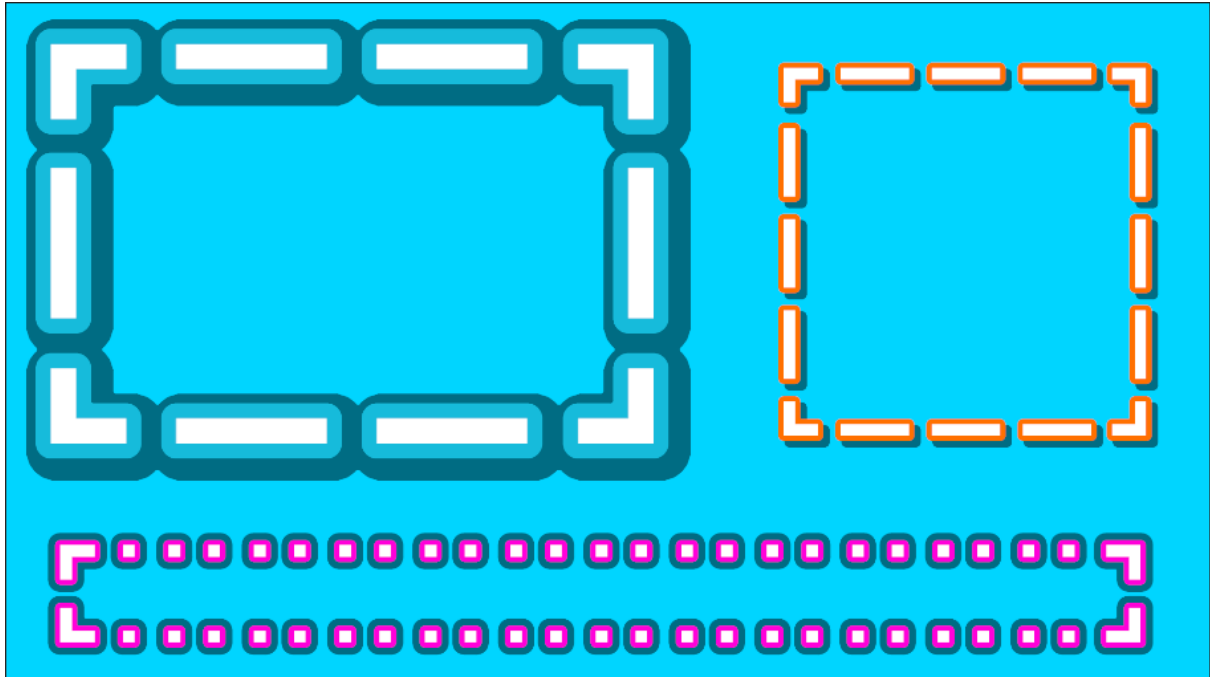
Simple mode is pretty straightforward, it just works. Let's start with **Sliced** mode

## Sliced

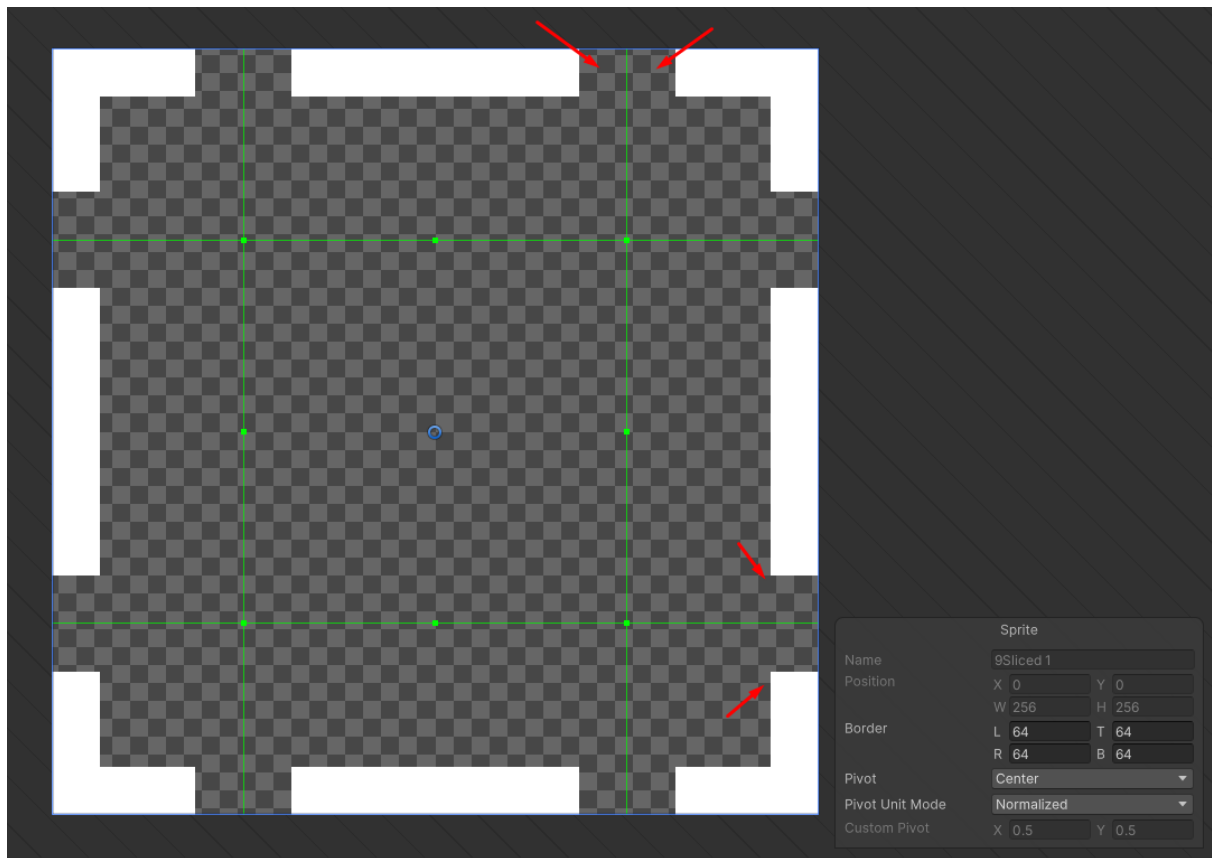


**Sliced** works just like regular Image sliced mode.

## Tiled



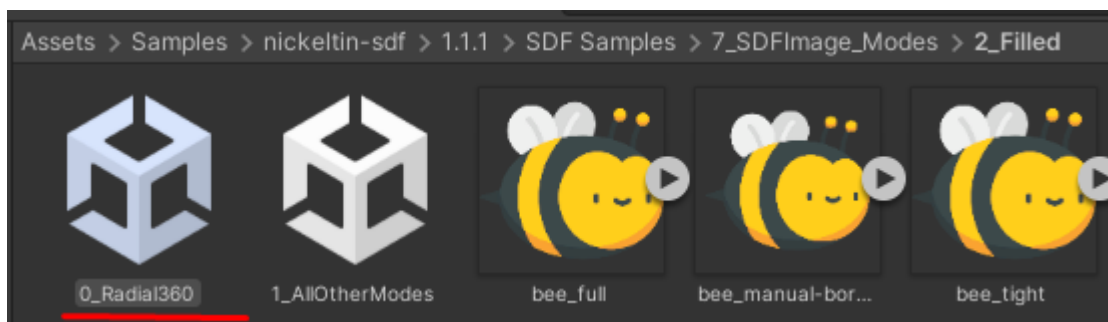
**Tiled** is also pretty much the same, just make big enough borders on sprite between its edges and corners for sdf to generate.

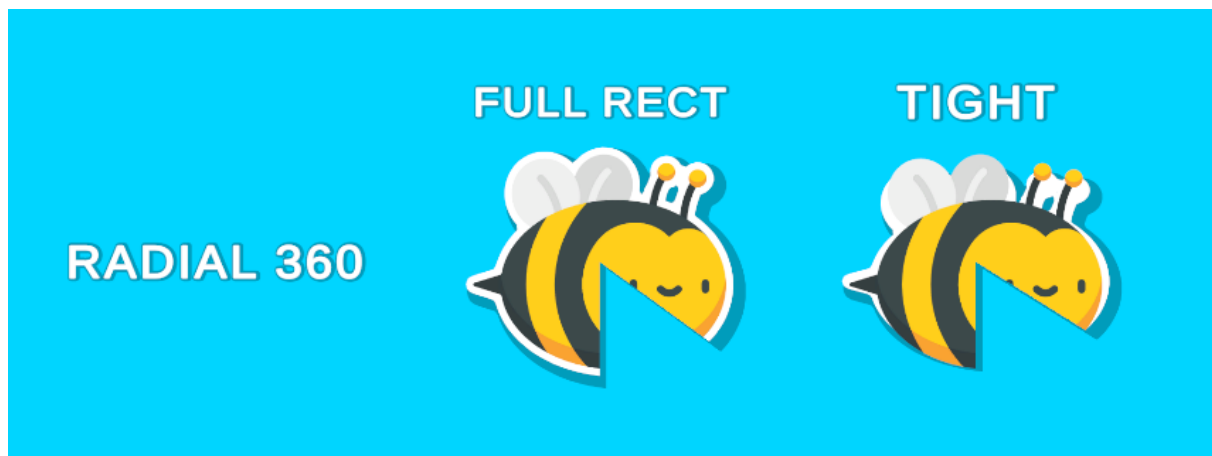


**Filled**

**Radial360**

**Filled** is the more complicated one. Go to first scene **Radial360**





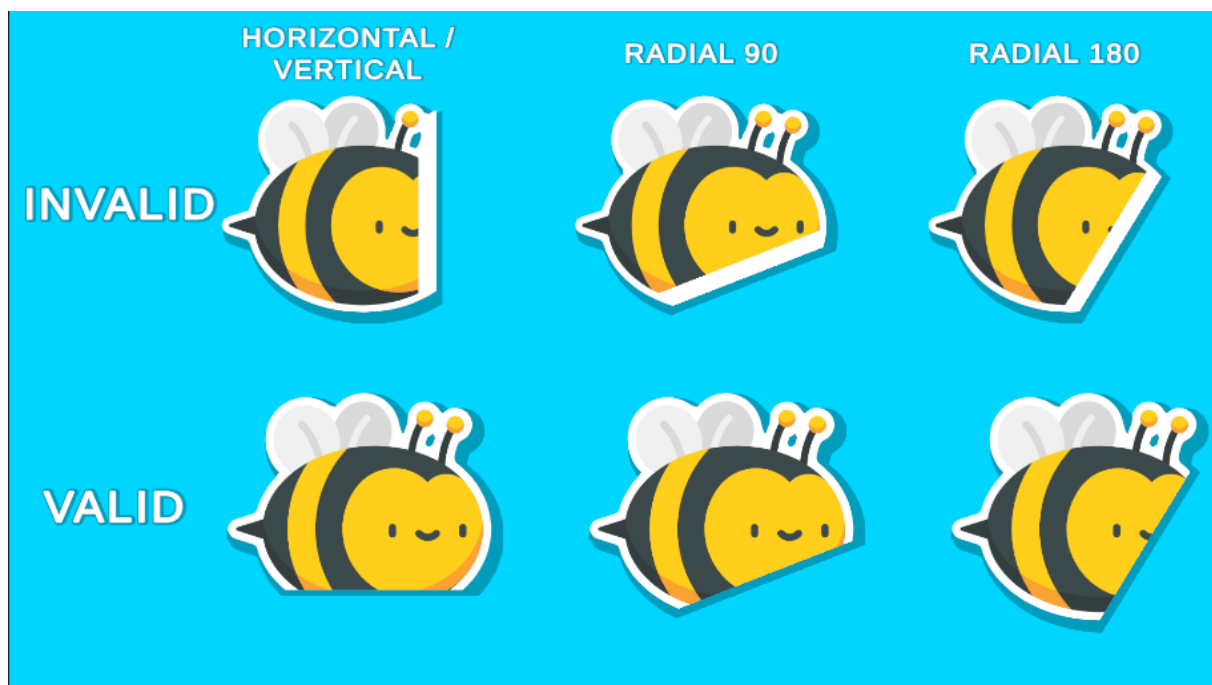
You can see that there is something weird with image to the right.

It's important to set sprite to **Full Rect** mode for **Filled** modes, like sprite in left image.

Other then that Radial360 fully supported.

## Other filled modes

Lets go to the next scene



Here presented **Horizontal/Vertical** and **Radial90/180** modes.

Invalid row shows if texture is used with default import settings with border offset. However currently this modes support is limited, and for proper look

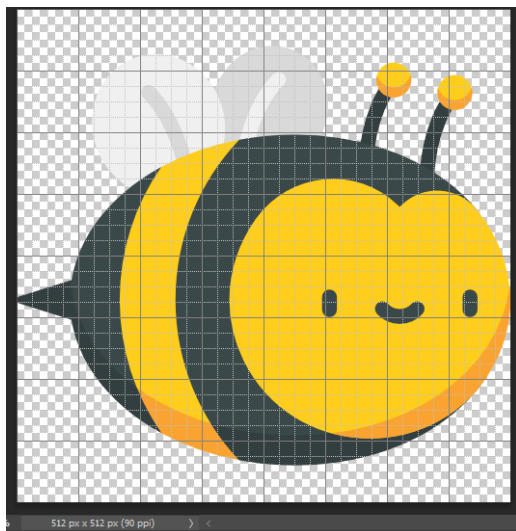
`Border Offset` can't be used.

## Difference between invalid and valid texture

- **Invalid**

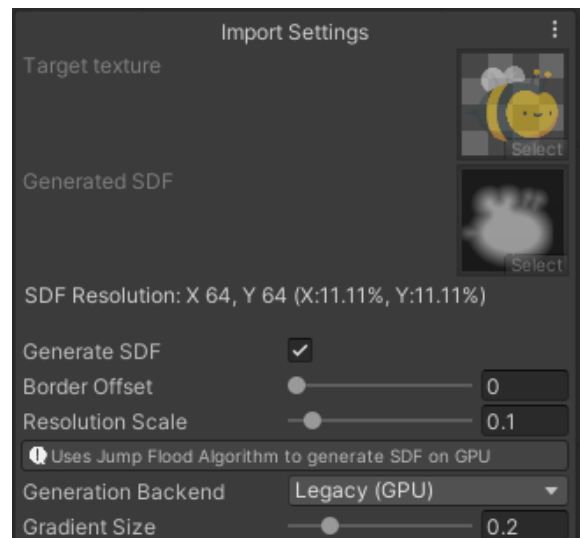


Has Border Offset

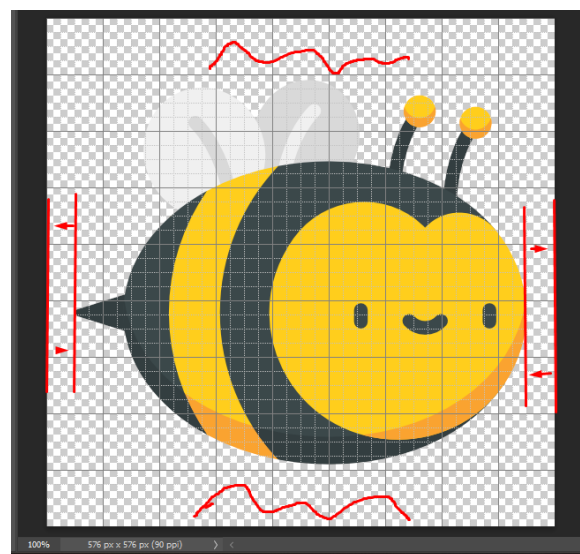


Has naturally tight borders

- **Valid**



No Border Offset



Has manually added borders for SDF to generate



So in order for this modes to work, texture with manually added borders should be used, instead of **Border Offset** property in SDF import settings.

# Current limitations

- Simple ✓
- Sliced ✓
  - Uneven slicing support ✗
- Tiled ⚠
  - With border
    - PackedTex ✓
    - Unevent slicing support ✗
  - Without border, simple tiling (No border offset support) ✓
- Filled ⚠
  - 360 ✓
  - Vertical & Horizontal (No border offset support) ✓
  - 90 & 180 (No border offset support) ✓
  - Vertical & Horizontal with border offset (clipping) ✗
  - 90 & 180 with border offset (additional quads) ✗

First is **uneven slicing** is the when you add border to your sprite but not for all edges, for example only for **Top** and **Bottom**. **Tiled/Sliced** modes will not work properly with that slicing.

Second is **Filled** mode limitations about inability to use `Border Offset`.



**Those limitations is will be fixed in the upcoming updates.**