Soft Alpha UI Mask

Version 1.1

Overview

The Soft Alpha UI Mask component offers a fully flexible masking system that has been crafted to work with the new Unity UI system. Unlike the built in Mask component that comes with Unity (that has no alpha support, just Mask on or Mask off), the Soft Alpha UI Mask component fully support alpha blending based on any selected alpha based image.

Be sure to check the demo scene for many working examples of this script including full screen fading, text fading and gradients.

Prerequisites

The Soft Alpha UI Mask can only be applied to UI elements that have an Image, RawImage or Text UI Component associated with them.

Use

To apply the Soft Alpha UI Mask, simply add the **SoftMaskScript** to the UI GameObject, provide it with the UI component that holds the dimensions for the Mask (this could be the UI component itself) and the alpha texture to be used for the mask. You can then set the required cut off level. If you require no alphs bleed through on the mask the set the Hard Blend to true, if required you can also flip the alpha mask and also give another RectTransform that is then used to scale and position the mask within the Mask Area. If Mask Scaling Rect is set, you can also choose to not have it clipped so that you can then move the scales Rect around the Mask Area and still see the unmasked texture.
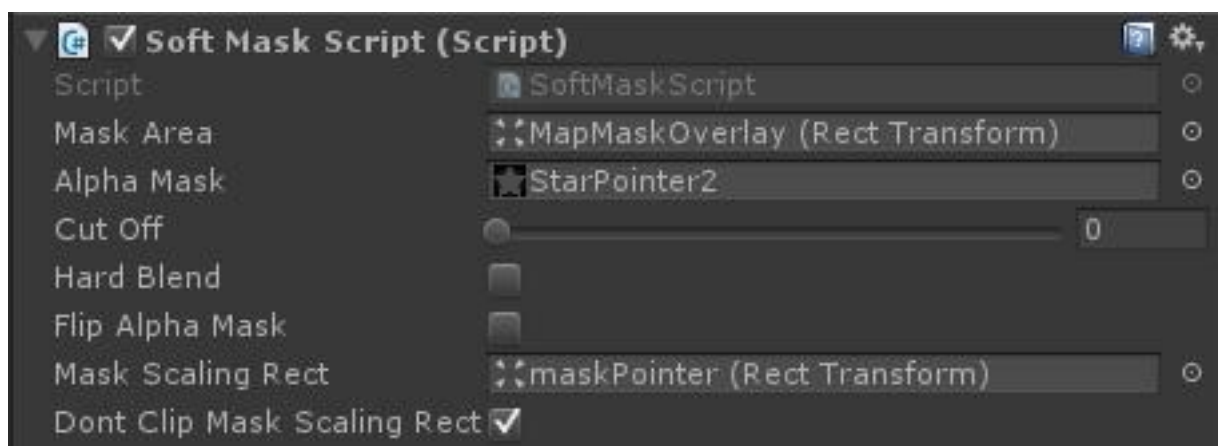
Once the script has been applied to a valid UI component, it will apply the Soft Alpha UI Mask material and its shader for the component.

The draw back here is that you won't be able to apply a separate material for your UI component as the Soft Alpha UI Mask will over ride it.

If the component is a **Text** component then it will add a Unity Mask component to the Mask Area object and disable it, doing this stops the mouse interacting with clipped parts of the Text area.

Important notes

Ensure all mask textures have their wrap mode set to repeat, if set to clamp then they will be repeated if you supply a Mask Scaling Rect that is smaller than your Mask Area.

Mask Scaling Rect and Don't Clip Mask Scaling Rect are not used on Test UI elements.

Feedback

Questions, suggestions and support can be obtained for this component by emailing **support@Randomchaos.co.uk** or using the support forum.

I hope you enjoy this component and have as much fun using it as I had writing it

Charles Humphrey – Randomchaos Ltd