GUI Blend Modes

Thank you for purchasing GUI Blend Modes! You now have the ability to apply 22 different blend modes to the UI elements. This documentation will help you to get started using the plugin.

Introduction

Blend modes (or mixing modes) are used to determine how two layers are blended into each other. The default blend mode used for all the UI elements in Unity is simply to hide the lower layer with whatever is present in the top layer. Using different blend modes, you can achieve a wide range of imaging effects and create a truly unique GUI for you game.

GUI Blend Modes is a plugin for Unity, which consists of shaders and materials pack for different blending modes and an editor extension for the Unity GUI system (uGUI) that provides an easy way to apply them to any UI element.

List of all the available blend modes

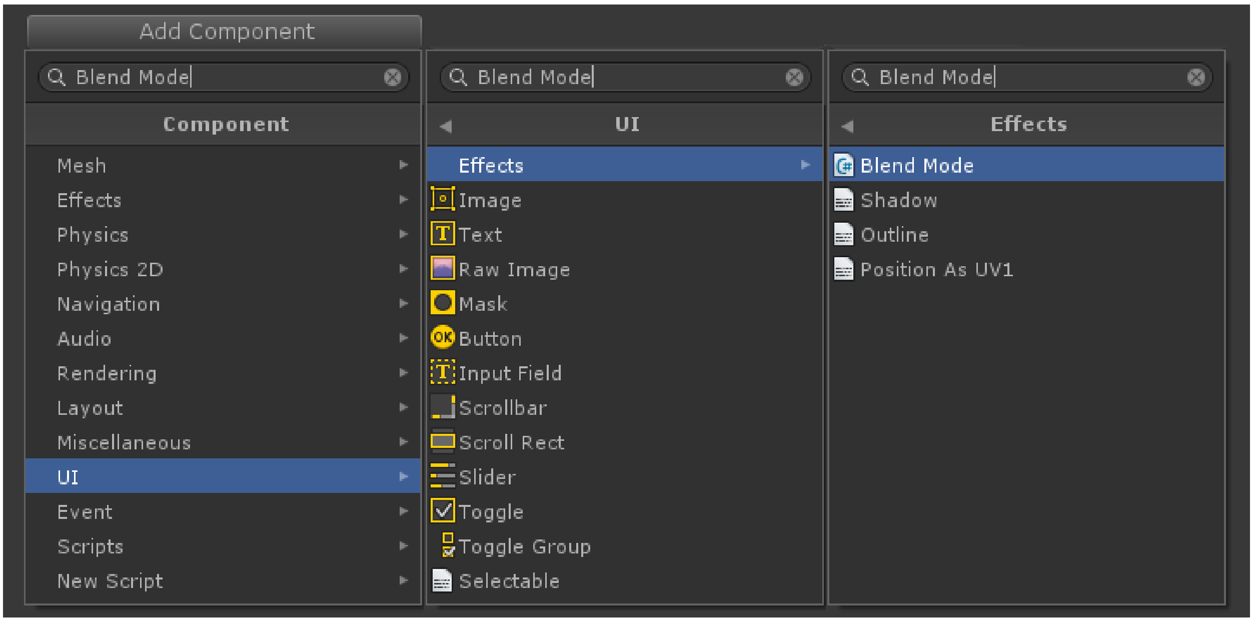
The plugin provides access to 22 different blend modes:

- Normal
- Darken
- Multiply
- Color Burn
- Linear Burn
- Darker Color
- Lighten
- Screen
- Color Dodge
- Linear Dodge
- Lighter Color
- Overlay
- Soft Light
- Hard Light
- Vivid Light
- Linear Light
- Pin Light
- Hard Mix
- Difference
- Exclusion
- Subtract
- Divide

Getting started

The plugin does not require any special setup: just import the package and you are ready to go! You are also free to move the plugin folder (GUIBlendModes) to any place in the Assets directory.

To apply blending effect to UI element, just add the "Blend Mode" component and select the desired blend mode. The component can only be applied to the UI elements that already have some graphics on them (Image, Raw Image or Text).



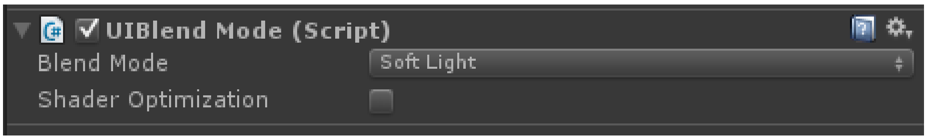
Compatibility and performance

Following "basic" blend modes are mobile-friendly and does not require Unity Pro:

- Normal
- Darken
- Multiply
- Linear Burn
- Lighten
- Linear Dodge
- Subtract

Other blend modes are implemented using Unity Pro-only features and will probably be too "heavy" for the most mobile devices. They also have an optimized mode, which significantly improves their performance in cases, when there are multiple UI elements using "heavy" blend modes. However, UI elements using this optimization will not blend with each other.

You can enable optimization of the selected blend mode by checking the "Shader Optimization" property in the Blend Mode component:

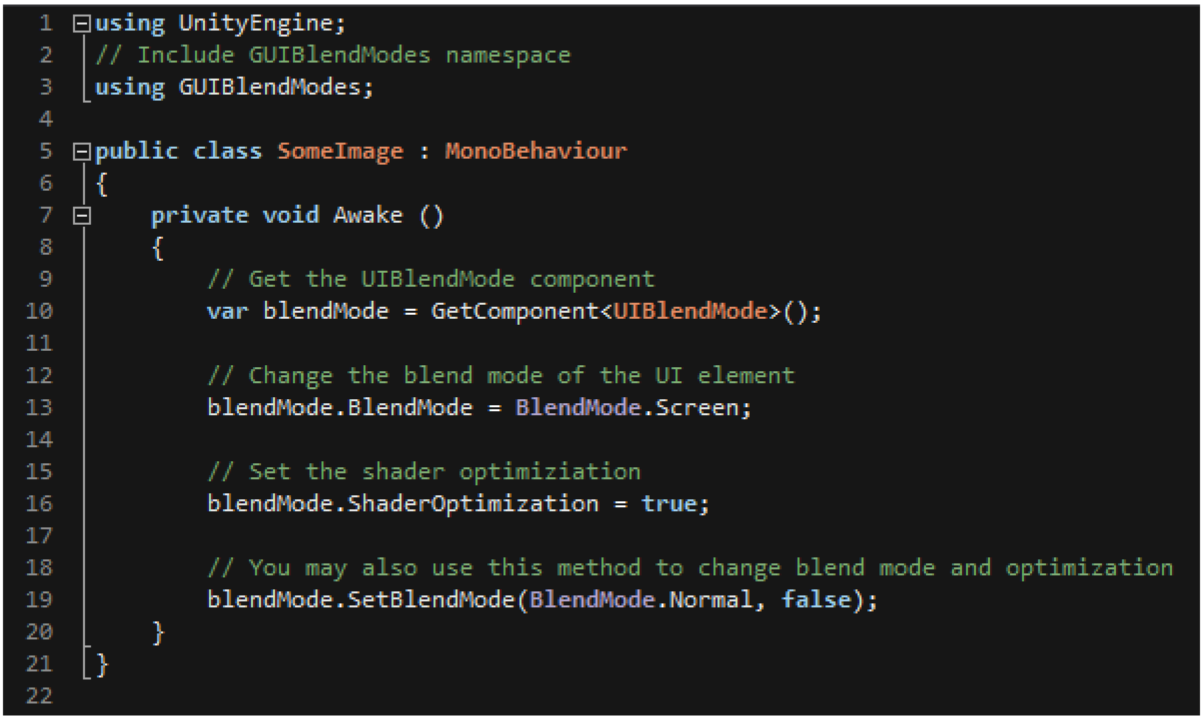


Blend Mode: Soft Light

Shader Optimization: □

Accessing Blend Mode at runtime

All the code with the plugin is sealed under the GUIBlendModes namespace to prevent conflicts. If you wish to access the Blend Mode scripts at runtime, you will have to include the namespace or use fully qualified names.



```
using UnityEngine;
// Include GUIBlendModes namespace
using GUIBlendModes;

public class SomeImage : MonoBehaviour
{
    private void Awake ()
    {
        // Get the UIBlendMode component
        var blendMode = GetComponent<UIBlendMode>();

        // Change the blend mode of the UI element
        blendMode.BlendMode = BlendMode.Screen;

        // Set the shader optimiziation
        blendMode.ShaderOptimization = true;

        // You may also use this method to change blend mode and optimization
        blendMode.SetBlendMode(BlendMode.Normal, false);
    }
}

```

Using the plugin with a third-party GUI solutions

The editor extension of the plugin is designed for the Unity GUI system. However, in case you are using a third-party GUI solution (like NGUI or DFGUI), you can manually set the blending materials (located at the Resources folder in the plugin directory) to be used with the elements from those solutions to achieve the same blending effect.

Support and feedback

If you need support for this product or wish to provide suggestions, please feel free to email me at elringus@gmail.com