UIRipple (a Unity Asset)

by Justin Garza

Introduction

Hello Thanks for purchasing this product.
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Description

Creates a ripple effect on UI Elements.

Features

Works on **Buttons**, **Images**, **Sliders**, **Toggles** and more!
Easily change **Shape**, **Speed**, **Color**, and more!
Free!

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How To Use

Step1: Add the UIRipple.cs class to your UI Element.
Step2: Modify the Parameters.

      ShapeSprite: a simple sprite image that will render it's shape for the ripple.
      Speed: The speed at which the ripple will move.
      AutomaticMaxSize: If true the MaxSize will be set automatically
      MaxSize: The Maximum Size of the Ripple
      StartColor: Start Color of Ripple
      EndColor: End Color of Ripple
      OnUIOnly: If true the Ripple will only appear if you click on the UI Element
      RenderOnTop:If true Ripples will appear on the top of all other children in the UI Element
      StartAtCenter: If true the Ripple will start at the center of the UI Element