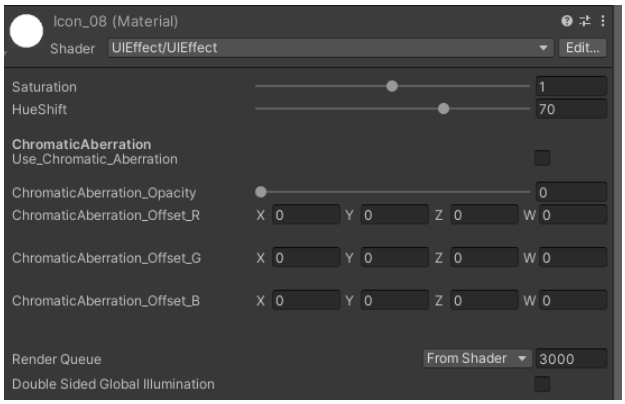
# UIShaderEffects-EdgeEffects

## Description

High-quality UI shaders for edge effects, compatible with all rendering pipelines, lightweight, and mobile-friendly. Highly customizable, it includes multiple effect prefabs, shaders and textures.

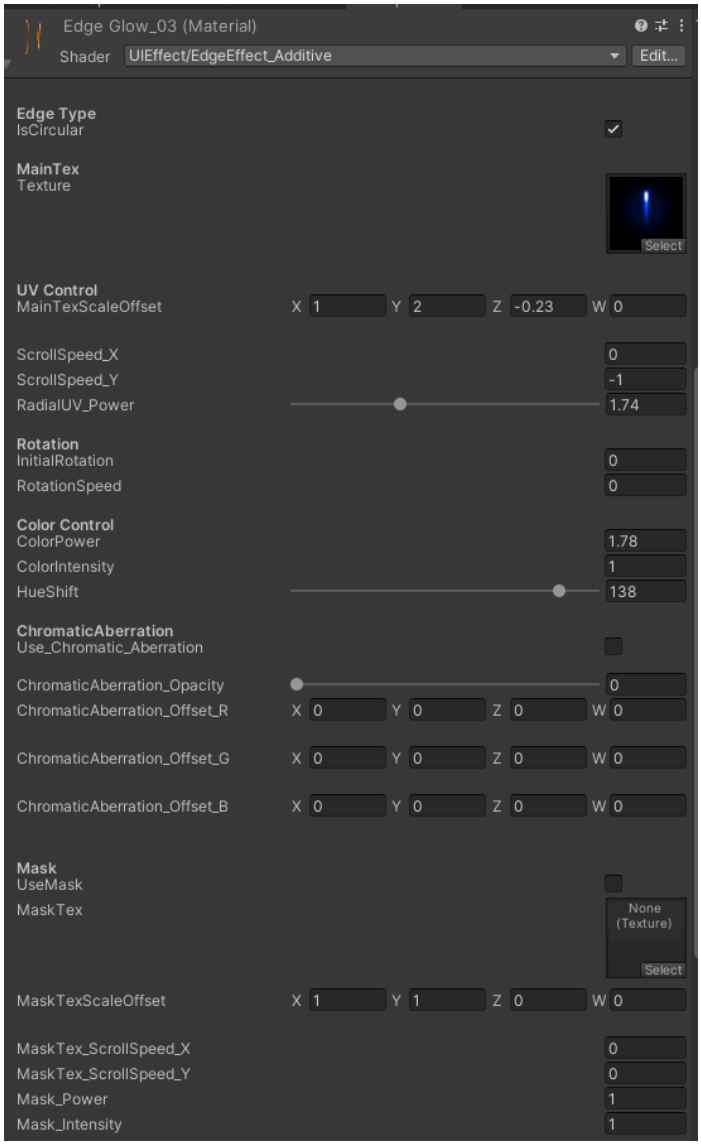
## Shaders

### *UIEffect*




**Saturation:**
Adjust color values (RGB) by desaturating or saturating them. A value of 1.0 represents the neutral point, with values below 1.0 indicating desaturation and values above 1.0 indicating increased saturation.
**HueShift:**
Applies a hue shift to the color's RGB values.
**Use_Chromatic_Aberration:**
Enable or disable the chromatic aberration feature.
**ChromaticAberration_Opacity:**
Controls the opacity of chromatic aberration, ranging from 0 to 1.0.
**ChromaticAberration_Offset_R:**
Adjusts the UV coordinate offset for the red color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
**ChromaticAberration_Offset_G:**
Adjusts the UV coordinate offset for the green color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
**Chromatic_Aberration_Offset_B:**
Adjusts the UV coordinate offset for the blue color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.

## *EdgeEffect_Additive*





**IsCircular:**
Choose the edge type. When selected, it sets the edge to a circular type; otherwise, it defaults to a square edge.
**MainTex:**
Specifies the texture for the edge.
**MainTexScaleOffset:**
Adjusts the UV tiling and offset for the main texture. Use `.xy` to control the tiling and `.zw` to set the offset.
**ScrollSpeed_X:**
Controls the scrolling speed of the main texture along the UV.x axis.

**ScrollSpeed_Y:**
Controls the scrolling speed of the main texture along the UV.y axis.
**RadialUV_Power:**
Applies a power function to the radial UV coordinates. A higher value makes the lines tighter, while a lower value makes them wider.
**InitialRotation:**
Initial UV Rotation value along z axis.
**RotationSpeed:**
UV Rotation speed along z axis.
**ColorPower:**
Adjusts the intensity of the color(RGB) using a power function. The color is modified as `pow(color.rgb, colorPower)`.
**Color Intensity:**
Multiplies the color's RGB values to adjust its intensity.
**HueShift:**
Applies a hue shift to the color's RGB values.
**Use_Chromatic_Aberration:**
Enable or disable the chromatic aberration feature.
**ChromaticAberration_Opacity:**
Controls the opacity of chromatic aberration, ranging from 0 to 1.0.
**ChromaticAberration_Offset_R:**
Adjusts the UV coordinate offset for the red color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
**ChromaticAberration_Offset_G:**
Adjusts the UV coordinate offset for the green color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
**Chromatic Aberration_Offset_B:**
Adjusts the UV coordinate offset for the blue color channel. Use the `.x` and `.y` values to control the offset in horizontal and vertical directions, respectively.
**UseMask:** Enables the opacity masking feature.
**MaskTex:** Specifies the texture used for masking.
**MaskTexScaleOffset:** Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex_ScrollSpeed_X:**
Controls the scrolling speed of the mask texture in the uv.x direction.
**MaskTex_ScrollSpeed_Y:**
Controls the scrolling speed of the mask texture in the uv.y direction.
**Mask_Power:**
Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.
**Mask_Intensity:**
Mask value intensity multiplier.
**UseMask2:** Enables the secondary opacity masking feature.

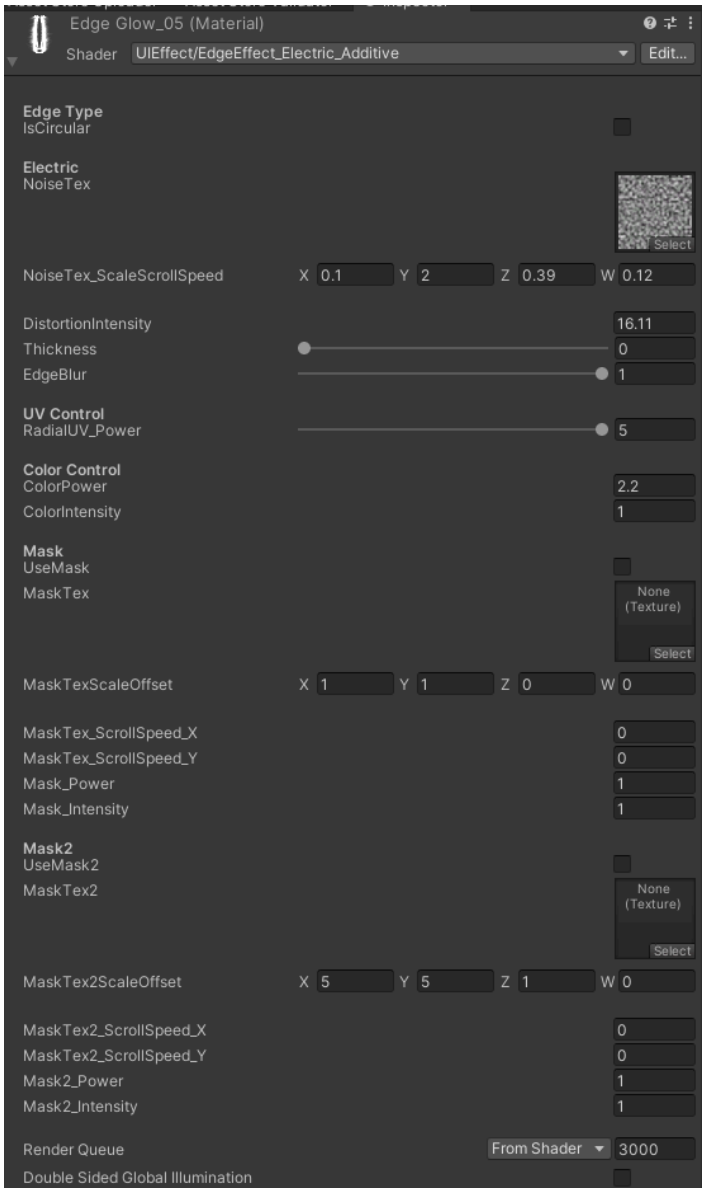
**MaskTex2:** Specifies the texture used for second masking.
**MaskTex2ScaleOffset:** Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex2_ScrollSpeed_X:**
Controls the scrolling speed of the second mask texture in the uv.x direction.
**MaskTex2_ScrollSpeed_Y:**
Controls the scrolling speed of the second mask texture in the uv.y direction.
**Mask2_Power:**
Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.
**Mask2_Intensity:**
Second mask value intensity multiplier.

## *Electric*


**Color**: The color applied to the electric effect.
**NoiseTex**: The texture used to generate the electric pattern.
**NoiseTex_ScaleScrollSpeed**: `.xy` controls the tiling of the `NoiseTex`, while `.zw` adjusts the scroll speed.

**Offset**: The positional offset of the electric line.
**DistortionIntensity**: The amplitude of distortion applied to the electric line.
**Thickness**: The thickness of the electric line.
**EdgeBlur**: The intensity of the blur effect applied to the edges of the electric line.
**UseMask:** Enables the opacity masking feature.
**MaskTex:** Specifies the texture used for masking.
**MaskTexScaleOffset:** Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex_ScrollSpeed_X:**
Controls the scrolling speed of the mask texture in the uv.x direction.
**MaskTex_ScrollSpeed_Y:**
Controls the scrolling speed of the mask texture in the uv.y direction.
**Mask_Power:**
Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.
**Mask_Intensity:**
Mask value intensity multiplier.
**UseMask2:** Enables the secondary opacity masking feature.
**MaskTex2:** Specifies the texture used for second masking.
**MaskTex2ScaleOffset:** Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex2_ScrollSpeed_X:**
Controls the scrolling speed of the second mask texture in the uv.x direction.
**MaskTex2_ScrollSpeed_Y:**
Controls the scrolling speed of the second mask texture in the uv.y direction.
**Mask2_Power:**
Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.
**Mask2_Intensity:**
Second mask value intensity multiplier.

## *EdgeEffect_Electric_Additive*




**IsCircular:**
Choose the edge type. When selected, it sets the edge to a circular type; otherwise, it defaults to a square edge.
**NoiseTex**: The texture used to generate the electric pattern.
**NoiseTex_ScaleScrollSpeed**: `.xy` controls the tiling of the `NoiseTex`, while `.zw` adjusts the scroll speed.
**Offset**: The positional offset of the electric line.
**DistortionIntensity**: The amplitude of distortion applied to the electric line.
**Thickness**: The thickness of the electric line.
**EdgeBlur**: The intensity of the blur effect applied to the edges of the electric line.

**RadialUV_Power:**
Applies a power function to the radial UV coordinates. A higher value makes the lines tighter, while a lower value makes them wider.
**ColorPower:**
Adjusts the intensity of the color(RGB) using a power function. The color is modified as `pow(color.rgb, colorPower)`.
**Color Intensity:**
Multiplies the color's RGB values to adjust its intensity.
**UseMask:** Enables the opacity masking feature.
**MaskTex:** Specifies the texture used for masking.
**MaskTexScaleOffset:** Adjusts the tiling and offset for the mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex_ScrollSpeed_X:**
Controls the scrolling speed of the mask texture in the uv.x direction.
**MaskTex_ScrollSpeed_Y:**
Controls the scrolling speed of the mask texture in the uv.y direction.
**Mask_Power:**
Applies a power function to the mask texture value, computed as `pow(maskTex.r, Mask_Power)`.
**Mask_Intensity:**
Mask value intensity multiplier.
**UseMask2:** Enables the secondary opacity masking feature.
**MaskTex2:** Specifies the texture used for second masking.
**MaskTex2ScaleOffset:** Adjusts the tiling and offset for the second mask texture. Use `.xy` for tiling and `.zw` for offset.
**MaskTex2_ScrollSpeed_X:**
Controls the scrolling speed of the second mask texture in the uv.x direction.
**MaskTex2_ScrollSpeed_Y:**
Controls the scrolling speed of the second mask texture in the uv.y direction.
**Mask2_Power:**
Applies a power function to the second mask texture value, computed as `pow(maskTex2.r, Mask2_Power)`.
**Mask2_Intensity:**
Second mask value intensity multiplier.