

Description:

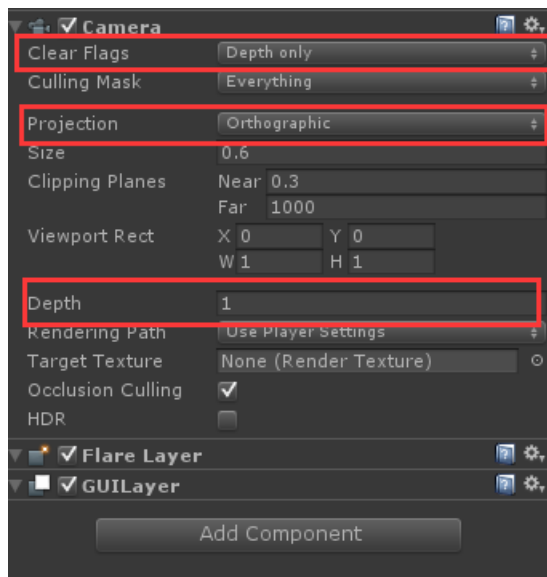
This shader provides a flexible way to draw any kind of progress bar. You need two textures include a progress texture and a mask texture. There is a “_Progress” value in this shader. Every pixel on the progress texture shows only when the corresponding alpha value on the mask texture is greater than the “_Progress” value. To make more complex progress bars, you just need to make more complex mask textures.

How to use it:

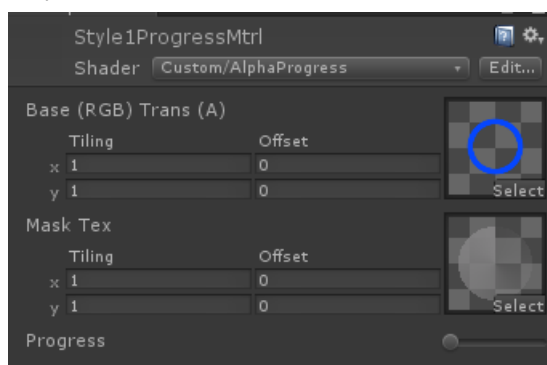
Step1. Import you assets, include a progress texture and mask texture.



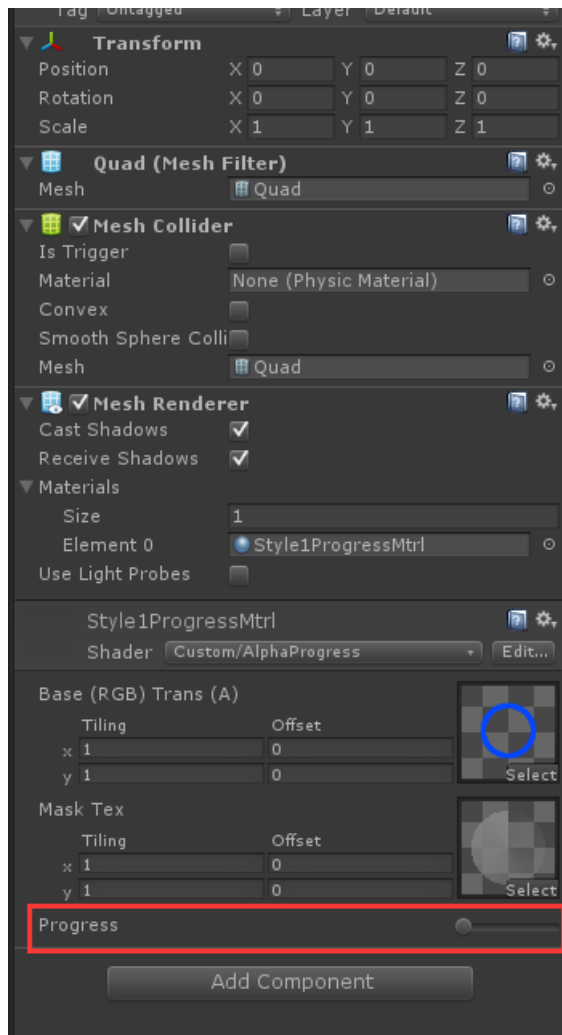
Step2. Create a new camera for the progress bar.



Step3. Create a new material like this and select the progress texture and mask texture.



Step4. Create a quad GameObject and select the material you created in step3. Try to drag the slider “Progress” below, and you’ll see the progress effect.



Step5. You can control the progress value by changing “_Progress” in the material.

```
public class CiclularProgress : MonoBehaviour {

    public int timeToComplete = 3;

    // Use this for initialization
    void Start () {
        //Use this to Start progress
        StartCoroutine(RadialProgress(timeToComplete));
    }

    IEnumerator RadialProgress(float time)
    {
        float rate = 1 / time;
        float i = 0;
        while (i < 1)
        {
            i += Time.deltaTime * rate;
            gameObject.renderer.material.SetFloat("_Progress", i);
            yield return 0;
        }
    }
}
```