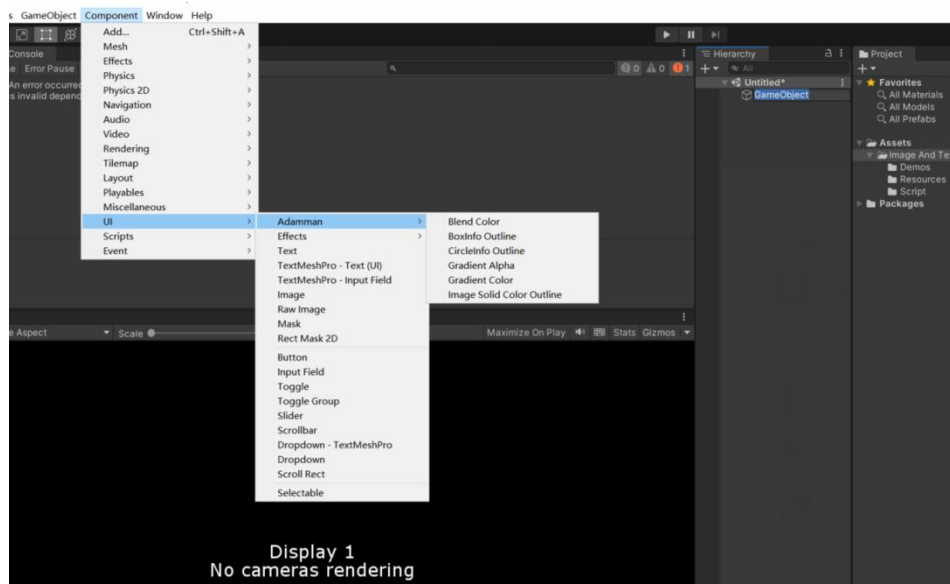# Image And Text High Quality Outline for UGUI

How To Use?

In the menu bar, we provide multiple components, under UI/Adamman/. Please create a new game object, and then open the menu bar, as shown in the figure:

They are:

1.BlendColor: color blending, can be used on Text, Image, RawImage
Four modes are supported:

Multiply
Additive
Subtractive
Override

2. BoxInfoOutline, CircleInfoOutline, ImageSolidColorOutline: It is an Outline tool that can draw a very smooth Outline. It is very good for Text, but if you use it on Image and RawImage and draw only black OutLine, it will be very good. If you want to draw other colors, such as solid colors, it will be limited. We provide the ImageSolidColorOutline component to solve this problem.
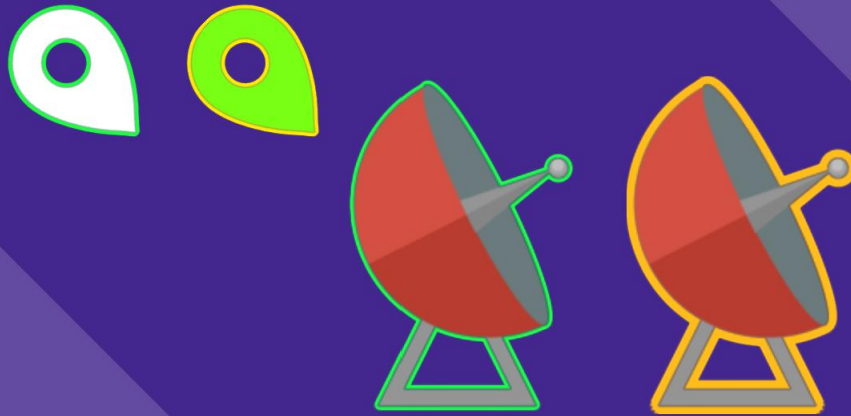
Note: If the ImageSolidColorOutline component is used on Image, the Image Type needs to be in Simple mode. Other modes are currently not supported.

3. GradientAlpha: Provides support for advanced multi-mode Alpha changes, which can be used on Text, Image, and RawImage

4. GradientColor: Provides gradient support, which can be used on Text, Image, RawImage

5. ImageSolidColorOutline is a purpose-provided function that supports strokes on any image, and can be used to stroke images with alpha channels, which is very practical. Eg:

Thanks!