|  |  |
| --- | --- |
| **翻以前字数** | **109** |
| **目录** | * **Unity Manual/ UI / UI Reference / Visual Components / RectMask2D** |
| **链接** | <https://docs.unity3d.com/540/Documentation/Manual/script-RectMask2D.html> |

**RectMask2D**

**RectMask2D**

A **RectMask2D** is a masking control similar to the **Mask** control. The mask restricts the child elements to the rectangle of the parent element. Unlike the standard Mask control it has some limitations, but it also has a number of performance benefits.

**RectMask2D** 是类似Mask控制器的遮罩控制。Mask是限制子元素矩形显示的父元素。与标准Mask控制器不同，虽然有一些限制，但它也有许多性能优势。

**Description**

**描述**

A common use of a RectMask2D is to show small sections of a larger area. Using the RectMask2D to frame this area.

RectMask2D常用来显示较大区域的一小部分。使用RectMask2D构造此区域。

The limitations of RectMask2D control are:

RectMask2D控制器的一些限制：

* It only works in 2D space
* 只用于2D空间
* It will not properly mask elements that are not coplanar
* 他不会屏蔽非共面元素

The advantages of RectMask2D are:

RectMask的优点是：

* It does not use the stencil buffer
* 不适用模板缓冲区
* No extra draw calls
* 没有额外的draw calls
* No material changes
* 不改变材质
* Fast performance
* 更快的性能