

https://wiki.resonite.com/Component:PBS_ColorMaskSpecular

Component:PBS ColorMaskSpecular

Component image

PBS_ColorMaskSpecular



- persistent:
- UpdateOrder: 0
- Enabled:
- HighPriorityIntegration:
- _shader: StaticShader on Shaders (ID109A5E900)
- TextureScale: X 1 Y 1
- TextureOffset: X 0 Y 0
- ColorMaskScale: X 1 Y 1
- ColorMaskOffset: X 0 Y 0
- ColorMask: null
- AlbedoColor0: R 1 G 0 B 0 A 1 Profile << sRGB >>
- AlbedoColor1: R 0 G 1 B 0 A 1 Profile << sRGB >>
- AlbedoColor2: R 0 G 0 B 1 A 1 Profile << sRGB >>
- AlbedoColor3: R 1 G 1 B 1 A 1 Profile << sRGB >>
- AlbedoTexture: null
- EmissiveColor0: R 0 G 0 B 0 A 1
- EmissiveColor1: R 0 G 0 B 0 A 1
- EmissiveColor2: R 0 G 0 B 0 A 1
- EmissiveColor3: R 0 G 0 B 0 A 1
- EmissiveMap: null
- NormalMap: null
- NormalScale: 1
- OcclusionMap: null
- Transparent:
- ForceZWrite:
- OffsetFactor: 0
- OffsetUnits: 0
- RenderQueue: -1
- SpecularColor: R 0.2 G 0.2 B 0.2 A 0.25 Profile << sRGB >>
- SpecularMap: null
- _regular: null
- _transparent: null
- _zwrite: null

Variant: 00000000 (Raw: 00000000)
Waiting for apply: False

PBS_ColorMaskSpecular component as seen in the [Scene Inspector](#)

The **PBS_ColorMaskSpecular** material is a specular material that allows for four distinct colors to be used separately or mixed in on different areas of the surface based on an image map.

Fields

Name	Type	Description
persistent	Bool	Determines whether or not this item will be saved to the server.
UpdateOrder	Int	Controls the order in which this component is updated.
Enabled	Bool	Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
HighPriorityIntegration	Bool	If true, integrating this asset (e.g. processing procedural assets) gets higher priority than assets with this flag off. An example is user laser procedural meshes.
_shader	Shader	Internal.
TextureScale	Float2	How much to scale up or down the different texture maps.
TextureOffset	Float2	How much to shift around the position of the different texture maps.
ColorMaskScale	Float2	The UV scaling of the color mask texture.
ColorMaskOffset	Float2	The UV offset of the color mask texture.
ColorMask	ITexture2D	What colors behind the material should make it through the filter.
AlbedoColor0	ColorX	The color tint of Texture0.
AlbedoColor1	ColorX	The color tint of Texture1.
AlbedoColor2	ColorX	The color to use for spots where B is on ColorMask
AlbedoColor3	ColorX	The color to use for spots where A is on ColorMask
AlbedoTexture	ITexture2D	The texture to use as the color of the surface.
EmissiveColor0	ColorX	The emissive texture tint for texture 0.
EmissiveColor1	ColorX	The emissive texture tint for texture 1.
EmissiveColor2	ColorX	The color to use for spots where B is on AlbedoTexture
EmissiveColor3	ColorX	The color to use for spots where A is on AlbedoTexture
EmissiveMap	ITexture2D	The texture to use as the glowing (emission) color of the surface.

NormalMap	ITexture2D	The normal map is used as a way to change the appearance of a surface when shined on by lights, to give the illusion of a raised surface.
NormalScale	Float	How much to scale up the effect of the normal map.
OcclusionMap	ITexture2D	Used to specify surface parts in eternal shadow due to being close to other mesh parts.
Transparent	Bool	Whether this should render transparent
ForceZWrite	Bool	Whether to enforce writing to the Z-buffer.
OffsetFactor	Float	How much this material should be pushed forwards or backwards on the depth buffer (negative is closer), adjusted for the polygon's slope relative to the camera's near and far planes. This can be used to sort overlapping geometry that would otherwise Z-fight . ^[1]
OffsetUnits	Float	How much this material should be pushed forwards or backwards on the depth buffer (negative is closer), in units equal to the smallest possible difference for the rendering device being used. ^[1]
RenderQueue	Int	changes at which point a material renders on the render stack
SpecularColor	ColorX	Specular Tint. Behaves like PBS Specular Tinting
SpecularMap	ITexture2D	Specular Maps
_regular	Shader	Internal.
_transparent	Shader	Shader, Internal.
_zwrite	Shader	Shader, internal.

Usage

The ColorMask texture is a [color mask](#) that gets mapped to the four albedo/emissive channels to change individual tints for certain parts of the material. Other fields work as described on the [PBS_Specular](#) material.

Examples

See Also

- [Color masks](#)
- [Component:PBS_ColorMaskMetallic](#)

1. ↑ ^{1.0 1.1} <https://docs.unity3d.com/Manual/SL-Offset.html>