

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

Component:PBS ColorSplatMetallic

This page contains [changes](#) which are not marked for translation.

Component image

PBS_ColorSplatMetallic

- persistent:
- UpdateOrder: 0
- Enabled:
- HighPriorityIntegration:
- _shader: StaticShader on Shaders (D10AD1D500)
- MultiValue:
- ColorMap: null
- ColorMapScale: X 1 Y 1
- ColorMapOffset: X 0 Y 0
- PackedHeightMap: null
- HeightTransitionRange: 0.05
- TextureScale: X 1 Y 1
- TextureOffset: X 0 Y 0
- AlbedoColor0: R 1 G 1 B 1 A 1
- AlbedoColor1: R 1 G 1 B 1 A 1
- AlbedoColor2: R 1 G 1 B 1 A 1
- AlbedoColor3: R 1 G 1 B 1 A 1
- AlbedoTexture0: null
- AlbedoTexture1: null
- AlbedoTexture2: null
- AlbedoTexture3: 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
- EmissiveMap0: null
- EmissiveMap1: null
- EmissiveMap2: null
- EmissiveMap3: null
- PackedEmissionMap: null
- PackedNormalMap01: null
- PackedNormalMap23: null
- NormalScale0: 1
- NormalScale1: 1
- NormalScale2: 1
- NormalScale3: 1
- AlphaClip: 0.00
- OffsetFactor: 0
- OffsetUnits: 0
- RenderQueue: -1
- Metallic0: 0
- Metallic1: 0
- Metallic2: 0
- Metallic3: 0
- Smoothness0: 0.25
- Smoothness1: 0.25
- Smoothness2: 0.25
- Smoothness3: 0.25
- MetallicMap01: null
- MetallicMap23: null

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

PBS Color Splat Metallic component as seen in the [Scene Inspector](#)

A PBS Color Splat (Metallic & Specular) shader:

- Supports 4 textures of each and a color map, where each channel represents contribution from each
- Supports height map blending too for sharper, more defined look
- Is useful for terrains

See also: [Color Splat Materials](#)

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.
MultiValue	Bool	Multiplies the constant value versions of packed texture information with the corresponding channel of the packed image.
ColorMap	ITexture2D	The color splat map to specify what textures go where.
ColorMapScale	Float2	The scale of the color splat map.
ColorMapOffset	Float2	The offset of the color splat map.
PackedHeightMap	ITexture2D	See #Packed Textures Channel Mappings .
HeightTransitionRange	Float	From 0 to this number is the encoding of the height map data.
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.
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
AlbedoTexture0	ITexture2D	Texture 0 for albedo.

AlbedoTexture1	ITexture2D	Texture 1 for albedo.
AlbedoTexture2	ITexture2D	Albedo map 2.
AlbedoTexture3	ITexture2D	Albedo map 3.
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
EmissiveMap0	ITexture2D	The texture 0 for emissive.
EmissiveMap1	ITexture2D	The texture 1 for emissive.
EmissiveMap2	ITexture2D	The color map for emissive 2.
EmissiveMap3	ITexture2D	The color map for emissive 3.
PackedEmissionMap	ITexture2D	See #Packed Textures Channel Mappings .
PackedNormalMap01	ITexture2D	See #Packed Textures Channel Mappings .
PackedNormalMap23	ITexture2D	See #Packed Textures Channel Mappings .
NormalScale0	Float	The normal scale for normal 0.
NormalScale1	Float	The normal scale for normal 1.
NormalScale2	Float	The scaling of normal map 2.
NormalScale3	Float	The scaling of normal map 3.
AlphaClip	Float	The minimum threshold for alpha which before this value it will be not rendered for that pixel.
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
Metallic0	Float	The metallicness for set 0 when a texture is not provided for set 0.
Metallic1	Float	The metallicness for set 1 when a texture is not provided for set 1.
Metallic2	Float	The Metallicness of map 2 in absence of MetallicMap23.
Metallic3	Float	The Metallicness of map 3 in absence of MetallicMap23.
Smoothness0	Float	The smoothness for set 0 when a texture is not provided for set 0.
Smoothness1	Float	The smoothness for set 1 when a texture is not provided for set 1.

Smoothness2	Float	The Smoothness of map 2 in absence of MetallicMap23.
Smoothness3	Float	The Smoothness of map 3 in absence of MetallicMap23.
MetallicMap01	ITexture2D	See #Packed Textures Channel Mappings .
MetallicMap23	ITexture2D	See #Packed Textures Channel Mappings .

Usage

For comprehensive guides see [Color Splat Materials](#).

Packed Textures Channel Mappings

PackedEmissionMap is greyscale and uses **EmissiveColor0-3** Colors.

EmissiveMap0-3 can be used for RGB Emissive Maps.

Referencing a **PackedEmissionMap** Overrides **EmissiveMap0-3** Inputs.

PackedHeightMap:

- R:** HeightMap0 - greyscale
- G:** HeightMap1 - greyscale
- B:** HeightMap2 - greyscale
- A:** HeightMap4 - greyscale

PackedEmissionMap:

- R:** EmissionMap0 - greyscale
- G:** EmissionMap1 - greyscale
- B:** EmissionMap2 - greyscale
- A:** EmissionMap4 - greyscale

PackedNormalMap01:

- R:** NormalMap0 - Red
- G:** NormalMap0 - Green
- B:** NormalMap1 - Red
- A:** NormalMap1 - Green

PackedNormalMap23:

- R:** NormalMap2 - Red
- G:** NormalMap2 - Green
- B:** NormalMap3 - Red
- A:** NormalMap3 - Green

MetallicMap01:

- R:** MetallicMap0 - Red
- G:** MetallicMap0 - Alpha
- B:** MetallicMap1 - Red

A: MetallicMap1 - Alpha

MetallicMap23:

R: MetallicMap2 - Red

G: MetallicMap2 - Alpha

B: MetallicMap3 - Red

A: MetallicMap3 - Alpha

Examples

This article or section is a stub. You can help the Resonite wiki by expanding it.

Used in terrain mostly.

See Also

- [Component:PBS_ColorSplatSpecular](#)
- [Color Splat Materials](#)
- [Component:TextureCharacterControllerModifier](#)

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