2D Mirror Effect

Description

This chapter briefly describes how to use the 2D mirror effect.

> Ensure that this effect is supported by the device platform in use.

Configure a 2D Mirror Effect

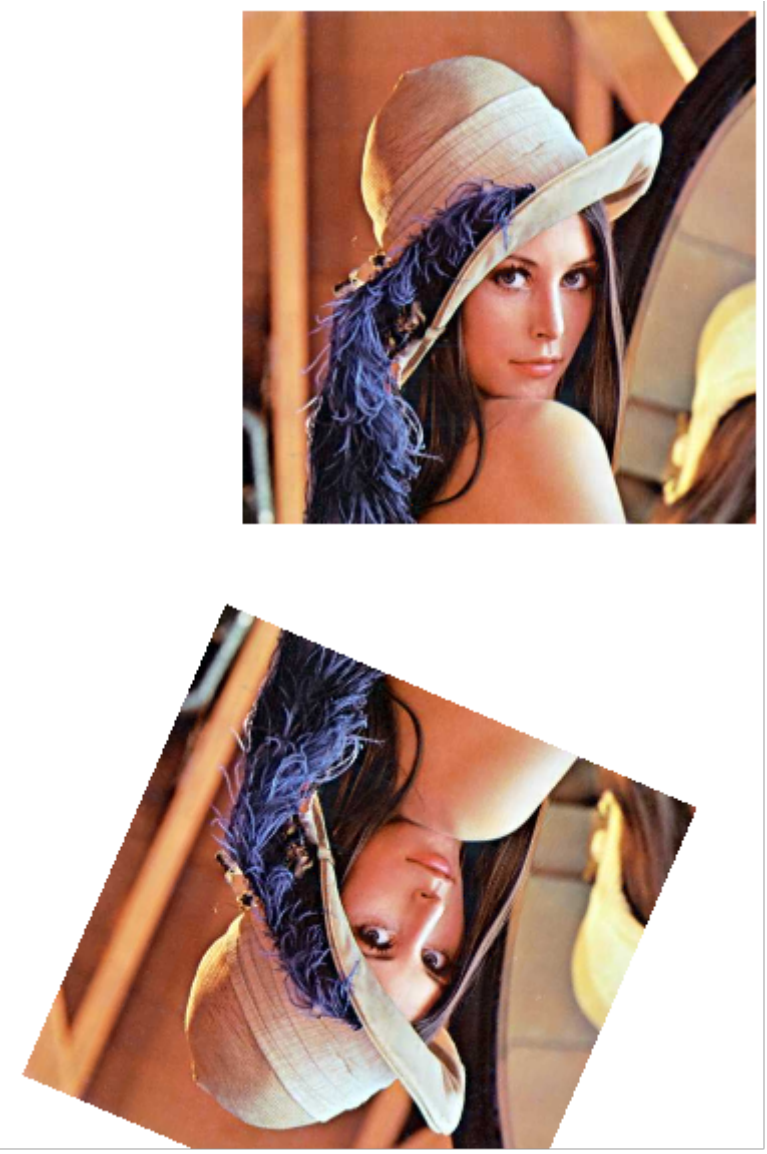
Mirror Effect

By using Candera::MirrorBitmapBrushBlend, a mirror reflection can be applied to a bitmap node.

Following properties of a mirror effect can be configured:

- Mirror Axis Modifications
- Alpha Value

Following is an example of a mirror effect with a diagonal mirror axis and an alpha value of 1.0f:



Refer to SceneComposer User Manual about how to configure a MirrorBitmapBrushBlend effect in a 2D scene.

Modify 2D Mirror Effect Properties

Set Mirror Axis

To set the Mirror Axis you need to set two vectors.

- The first vector defines the start point of the mirror axis (the startpoint's X and Y value),
- and the second vector defines the end of the axis.

The following example shows how to implement a mirror axis from the startpoint (0, 400) to the endpoint (700, 400).

```
Float fromX = 0.0f;
Float fromY = 400.0f;
Float toX = 700.0f;
Float toY = 400.0f;

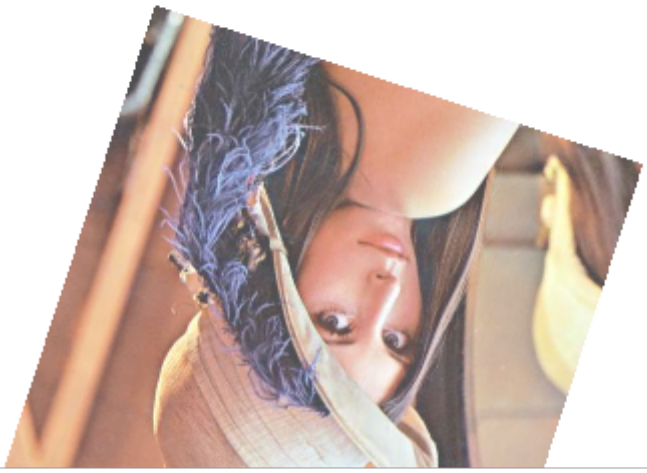
mirror->MirrorAxisFrom().Set(Vector2(fromX, fromY));
mirror->MirrorAxisTo().Set(Vector2(toX, toY));
```

Set Mirror Alpha Value

It is possible to set the mirrors alpha value, so that the mirror looks more or less intensive.

```
Float mirrorAlpha = 0.7f;
mirror->Alpha()= mirrorAlpha;
```





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