Text Animator

Documentation

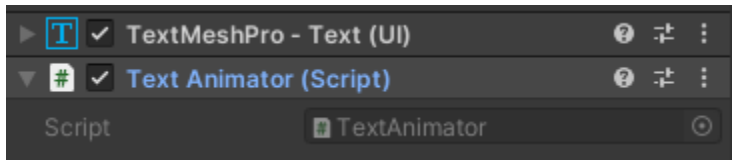# Content

First steps

First thing you need to do is make sure that you have AnimationsList object inside your Resources folder
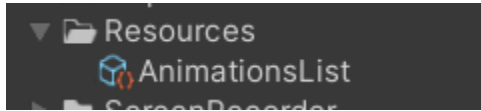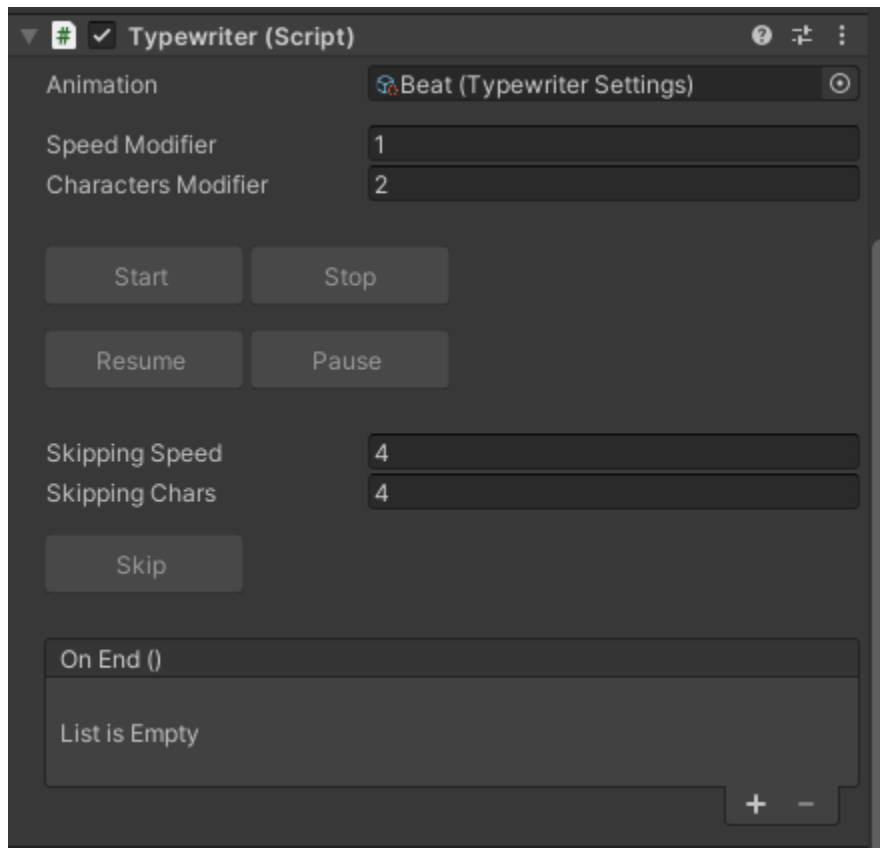

To start using the text animations by tags - only thing you need to do is adding the "TextAnimator" script to your TextMeshPro

Then only thing you need to do is adding the tags in the text like this "Hello <shake>world" and run the project
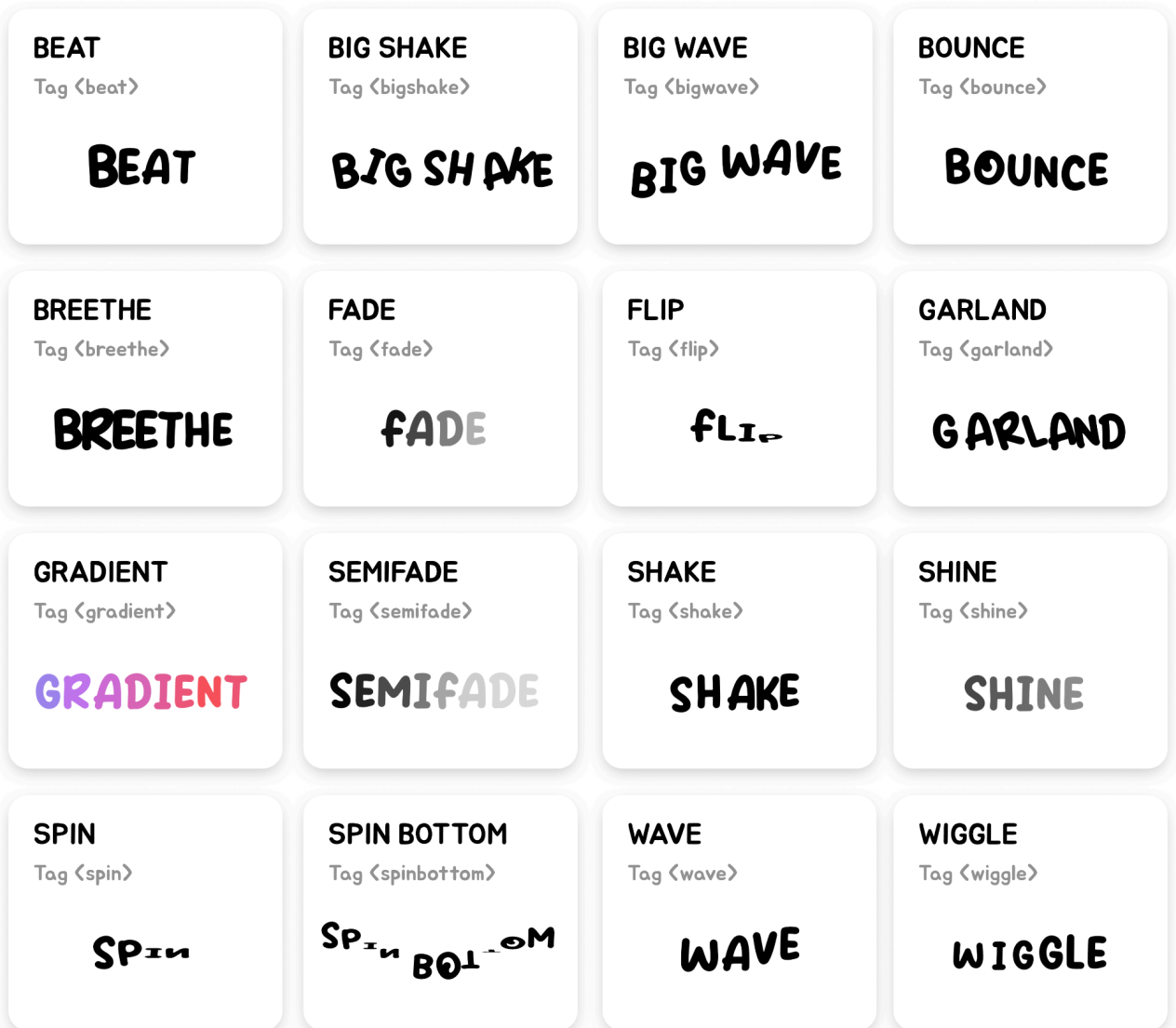
To start using the text Typewriter - you need to add the "Typewriter" script to your TextMeshPro and select one of the animations


Then you can run the project and press Start button in the Typewriter component

Animations tags

You can use one of the following animation tags:

BEAT Tag ⟨beat⟩ BEAT	**BIG SHAKE** Tag ⟨bigshake⟩ BIG SHAKE	**BIG WAVE** Tag ⟨bigwave⟩ BIG WAVE	**BOUNCE** Tag ⟨bounce⟩ BOUNCE
BREETHE Tag ⟨breethe⟩ BREETHE	**FADE** Tag ⟨fade⟩ FADE	**FLIP** Tag ⟨flip⟩ FLIP	**GARLAND** Tag ⟨garland⟩ GARLAND
GRADIENT Tag ⟨gradient⟩ GRADIENT	**SEMIFADE** Tag ⟨semifade⟩ SEMIFADE	**SHAKE** Tag ⟨shake⟩ SHAKE	**SHINE** Tag ⟨shine⟩ SHINE
SPIN Tag ⟨spin⟩ SPIN	**SPIN BOTTOM** Tag ⟨spinbottom⟩ SPIN BOTTOM	**WAVE** Tag ⟨wave⟩ WAVE	**WIGGLE** Tag ⟨wiggle⟩ WIGGLE

Or create your own effects by right clicking and pressing on the "Create Custom Animation" button
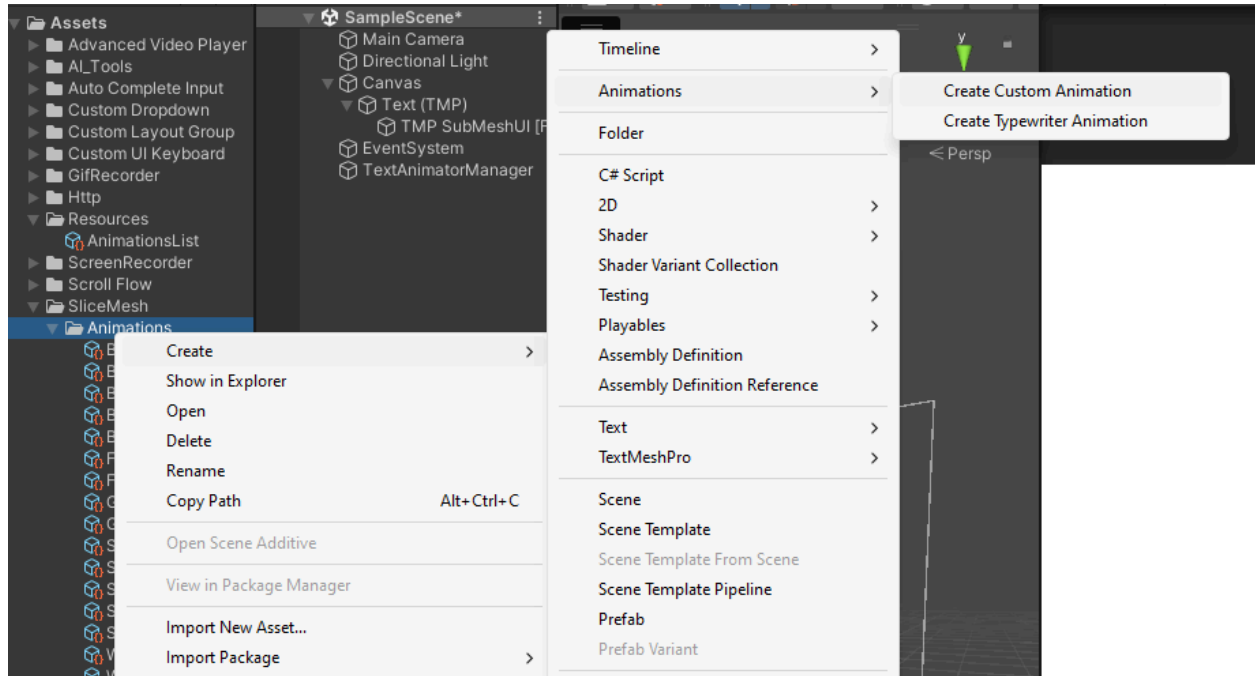
The text effect is a scriptable object with following settings where you can set up everything you wish
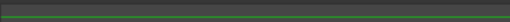
Beat (Animation Settings)

Open

Tag	beat
Base Speed	2
Character Delay	-0.05

▼ Movement
  ▼ Movement X ☐
    Curve
    Multiplier Y — 1
    Multiplier Speed — 1
    Multiplier Delay — 1
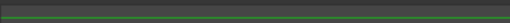 ▶ Movement Y ☐
  ▶ Movement Z ☐
▼ Rotation
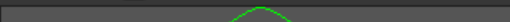 ▶ Rotation X ☐
  ▶ Rotation Y ☐
  ▼ Rotation Z ☐
    Curve
    Anchor — X 0.5   Y 0.5
    Multiplier Y — 1
    Multiplier Speed — 1
    Multiplier Delay — 1
▼ Scale
  ▼ Scale X ☑
    Curve
    Anchor — 0.5
    Multiplier Y — 1
    Multiplier Speed — 1
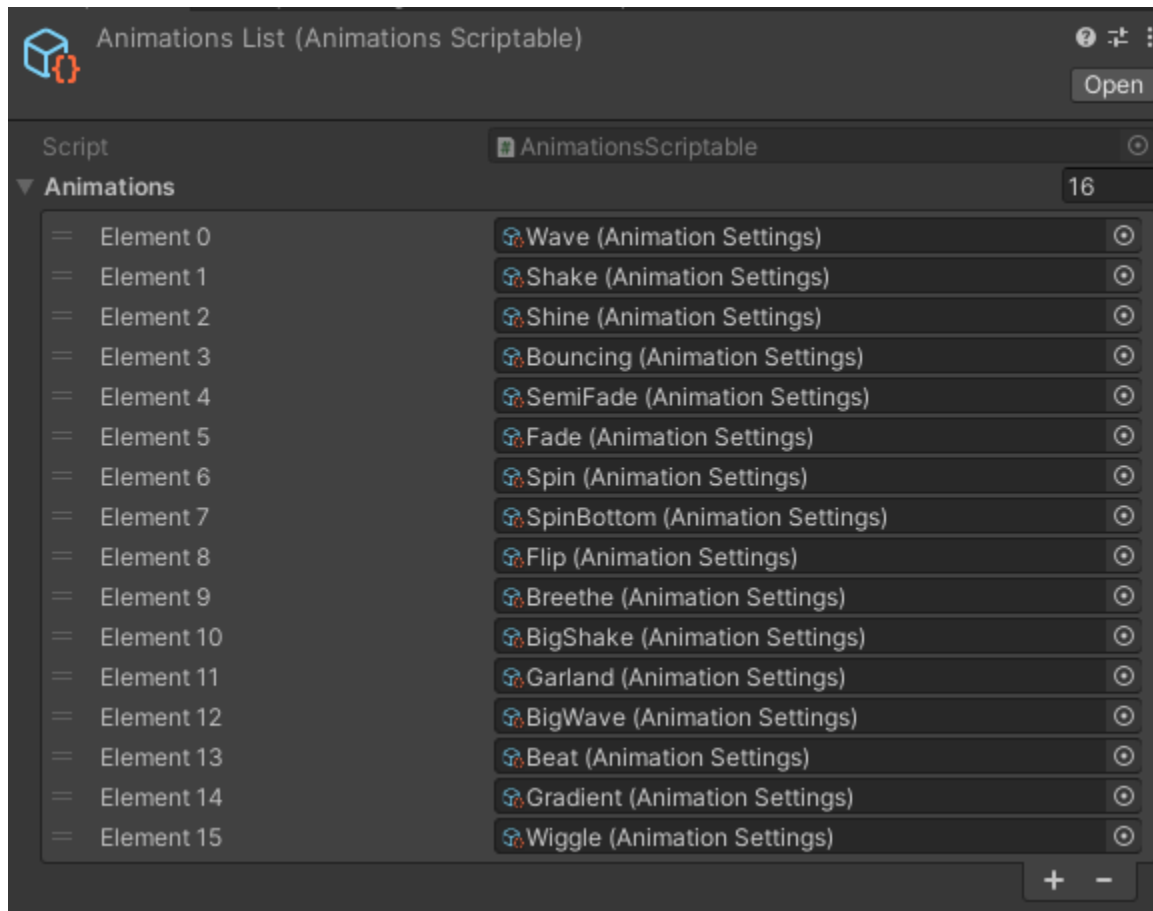   Multiplier Delay — 1
  ▶ Scale Y ☑
  ▶ Scale Z ☐
▼ Color
  ▼ Color Settings ☐
    Color Curve
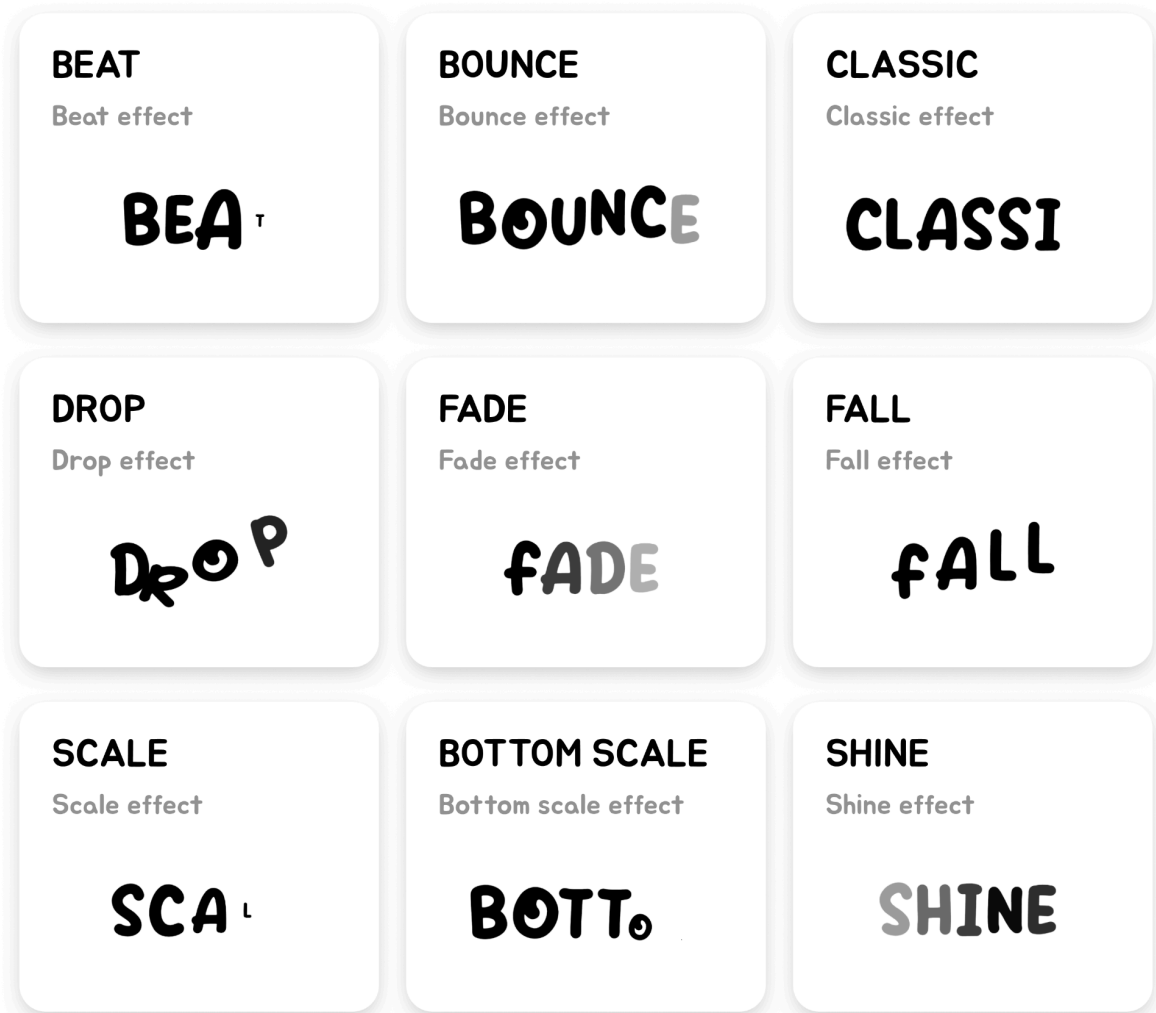   Multiplier Speed — 1
    Multiplier Delay — 1

To make your effect work - you should add the scriptable object in the AnimationList object (in your Resources folder)

And after this you could use your effects in the text and you can even modify the effect in play mode to see the changes in real time

Typewriter Effects

You can use one of the following typewriter effects

BEAT Beat effect **BEA** ᴛ	**BOUNCE** Bounce effect **BOUNCE**	**CLASSIC** Classic effect **CLASSI**
DROP Drop effect **DʀOP**	**FADE** Fade effect **FADE**	**FALL** Fall effect **FALL**
SCALE Scale effect **SCA** ʟ	**BOTTOM SCALE** Bottom scale effect **BOTTo**	**SHINE** Shine effect **SHINE**

Or create your own effects by right clicking and pressing on the "Create Typewriter Animation" button
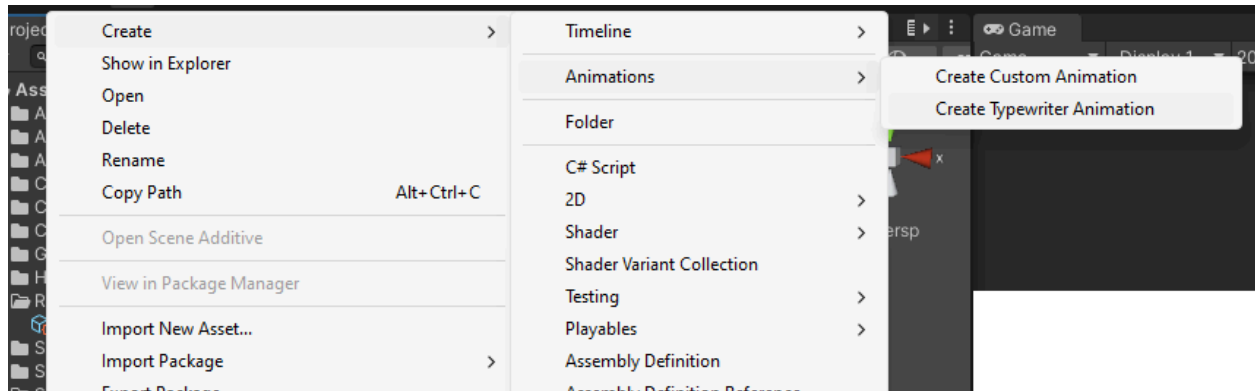
The typewriter effect is also the scriptable object with pretty much the same parameters as the text animation effect but to make it work - you simply need to choose your effect in the Typewriter component

Typewriter methods and events

- Public methods:
  - StartTypewriter()
    Start typewriter effect from the first symbol
  - StopTypewriter()
    Stop typewriter effect and show the whole text immediately
  - Pause()
    Pause typewriter at the current symbol
  - Resume()
    Resume typewriter from the paused symbol
  - Skip()
    Start skipping typewriter. The main difference between StopTypewriter is that skipping is just making the typewriter effect much much faster by skippingSpeed and skippingChars values
  - StopSkipping()
    Stop skipping typewriter

- Events:
  - onEnd
    Event raised when the whole text appeared
  - onCharacterAppear(int characterIndex)
    Event raised when the single character appeared

- Tags:
  - <wait>
    You can add this tag in your text to make the typewriter wait for 1 second at this position. Or you can add the tag with the value

like this "<wait=2.5>" to make the typewriter wait for 2.5 seconds

- ○ <call>

  You can add this tag in your text with the name of the method you wish to call at this position like this "<call=MethodName>" and the typewriter calls the method of this name in any component on the gameobject

Advanced using of the tags

- Parameters
    - Speed

        You can add the speed parameter in the tag like this <wave s=2> to make the effect 2 times faster
    - Character delay

        You can add the delay parameter in the tag like this <wave d=2> to make the effect 2 times more delay between each character
    - Both

        Of course you can combinate these parameters like this <wave s=2 d=2>

- Combinations

    You can add as much tags in the text as you wish and combinate them in any way like this "<shake>Hello <wave><fade><beat>World</beat></fade> Guys" to make infinite number of coolest effects

- Using with typewriter

    You can use typewriter and the text animation simultaneously and make even more cool effects

Contacts

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Contact me if you have any questions or difficulties