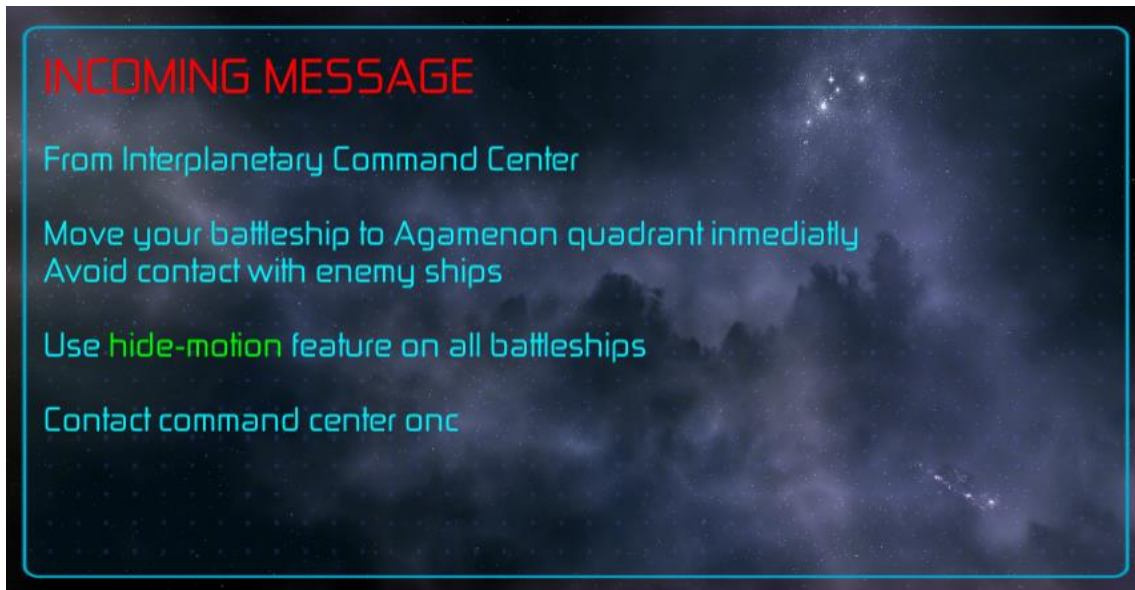


Typewriter – Ticker



Versión 1.0, for Unity 3D

3y3.net

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Introduction

Typewriter ticker is an awesome effect to display any message and makes it look like a typewriter is typing it. The asset has many options and is highly configurable. It also integrates easily with third party software such as PlayMaker.

Some of the main features of Typewriter ticker are:

- Type text to any UI Text element. You can set font face, color and size such as a normal UI text element
- Support for rich text, change size and color from within the text
- Configurable typing sound and duration
- Play synchronized audio-clips, ideal for subtitles
- Start-End delay
- Start audio clip
- Event notification start typing, end typing
- Easily integrates with 3rd party assets (PlayMaker, etc...)

Quick Start tutorial

Typewriter ticker will display a message using an UI Text element, so the first thing you need in your scene is a canvas with an UI Text element. There is no matter in use any kind of canvas either World Space, Screen overlay or Screen camera.

Once you got the UI Text element add the Typewriter script to any object in your scene. A good practice is to create an empty GameObject and name it as TypeWriter, and then add the script to it.

Now your basic setup is ready and you can start configuring the script. A good start point to make your projects is to take a look to the sample scenes included in the asset.

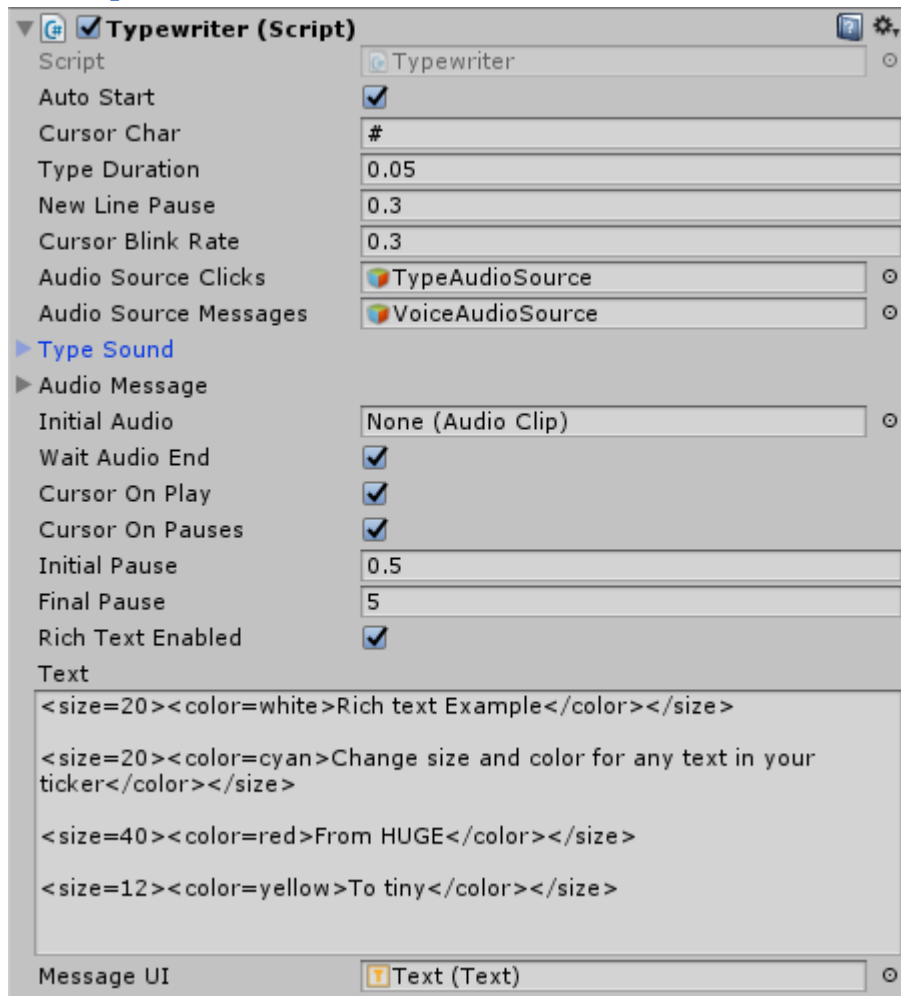
There are three demo scenes:

Sample 01. Basic text synchronized with audio messages.

Sample 02. Rich text synchronized with audio message.

Sample 03. Rich text message

Description for all sections



Autostart

If set, set message will auto start the typing just when the object is created. If not set, then the script will wait a call to the function `StartMessage()` to start the typing.

If you wish to integrate the script in third party asset such as PlayMaker, use the `SendMessage` functionality to call this method.

Typing options

Cursor char. The character used for the type cursor.

Type duration. The duration in seconds of each character type.

New Line Pause. The pause in seconds for each new line

Cursor blink rate. When the typing is paused, the asset will display a cursor with this blink rate in seconds.

Audio options

Audio Source clicks. The `GameObject` with the audio source used to play clicks sounds.

Audio source messages. The `GameObject` with the audio source used to play message sounds.

Type sound. A list with type sounds. You can typically set only one sound or, for a more real behavior, set a list of slightly different sounds.

Audio Messages. A list with all voice messages used to synchronize audio and typing. Typically you will use one message per line of text.

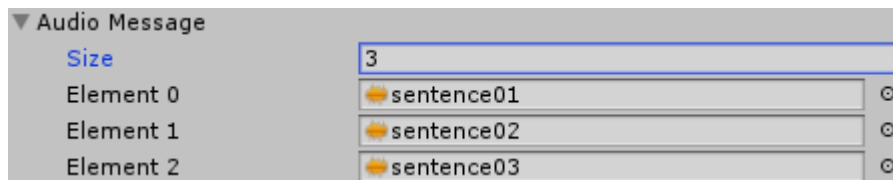
To synchronize voice and text you must use a numeric tag at the start of the text line in the message. For example, if you have three lines of text you should have also three messages in this list. In the text message you must use the tag [NN] where NN is the index of the audio message in the list. I.e:

[00]This is the first message

[01]This is the second one

[02]And this is the last message

Respectively you must have three audio clips sets in this list.



Initial Audio. You can set an initial audio message to be played before any type will start. Add here the audio clip for this message.

Cursor options

Cursor on play. Will display the cursor when typing.

Cursor on pauses. Will display the cursor on pauses.

Start/End pauses

Initial pause. Pause in seconds before start any typing.

Final Pause. Pause in seconds after finish typing the message.

Rich Text options

Rich text enabled. If set the text will accept rich text options.

The options supported by rich text are the supported by Unity UI. See reference:

Tag	Description	Example	Notes
b	Renders the text in boldface.	We are not amused.	
i	Renders the text in italics.	We are <i>usually</i> not amused.	
size	Sets the size of the text according to the parameter value, given in pixels.	We are <size=50>largely</size> unaffected.	Although this tag is available for Debug.Log, you will find that the line spacing in the window bar and Console looks strange if the size is set too large.
color	Sets the color of the text according to the parameter value. The color can be specified in the traditional HTML format. #rrggbbaa ...where the letters correspond to pairs of hexadecimal digits denoting the red, green, blue and alpha (transparency) values for the color. For example, cyan at full opacity would be specified by	<color=#00ffffff>...	Another option is to use the name of the color. This is easier to understand but naturally, the range of colors is limited and full opacity is always assumed. <color=cyan>... The available color names are given in the table below.

Reference Unity Manual: <https://docs.unity3d.com/Manual/StyledText.html>