

Emoji System Base

Documentation

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Overview

The Emoji System Base is an emoji library for Unity.

With it you can add a whole list of emojis to your games as well as a tool to make editing **SpriteAsset** and **TMP_SpriteAsset** easier.

Emoji to Unicode Converter

https://lingojam.com/EmojitoUnicodeConverter

Emoji	Unicode	Emoji	Unicode	Emoji	Unicode	Emoji	Unicode	Emoji	Unicode
<u> </u>	1f600	<u>:</u>	1f603	<u></u>	1f604	(iii)	1f601	&	1f606
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	1f60d	S	1f970	<u>•</u>	1f618	•	1f617	9	1f619
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	1f92a	<u>••</u>	1f928	<u></u>	1f9d0	@	1f913	©	1f60e
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	1f623		1f616		1f62b		1f629	:	1f97a
(e)	1f622		1f62d	\bigcirc	1f925	$\overline{\bullet}$	1f636	<u>~</u>	1f624
W	1f620		1f621		1f92c	₹	1f92f	<u></u>	1f633
(+)	1f975		1f976		1f631	②	1f628		1f630
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(a)	1F475	<u>~</u>	1F9D3	<u> </u>	1F474	!	1F472	<u></u>	1F9D5
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<u>2</u>	26F1	<u></u>	1F30A		1F32B	<u> </u>	1F34F	•	1F34E
	1F350	<u></u>	1F34A		1F34B	<u> </u>	1F34C	<u> </u>	1F349
	1F347		1F353		1F348		1F352	<u> </u>	1F351
	1F96D	%	1F34D	<u> </u>	1F965	<u> </u>	1F95D		1F345
	1F346	<u> </u>	1F951	-	1F966	<i>P</i>	1F96C		1F952
	1F336	S	1F33D		1F955		1F954	9	1F360
€	1F950	<u></u>	1F96F		1F35E		1F956	<u> </u>	1F968
	1F9C0		1F95A	Q	1F373		1F95E	%	1F953

	1F969	8	1F357	&	1F356		1F9C6	0	1F32D
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8	1F947	8	1F948	8	1F949	Y	1F3C5	7	1F396
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	1F939		1F3AD	.	1F3A8		1F3AC		1F3A4
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~	1F3CE	<u></u>	1F693	~	1F691		1F692		1F690
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	1F6F5		1F3CD		1F6A8		1F694	**	1F68D
&	1F698		1F696		1F6A1	<u></u>	1F6A0		1F69F
	1F683		1F68B		1F69E		1F69D		1F684
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	1F3DF		1F3A1		1F3A2		1F3A0		26F2
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	1F3E1	<u></u>	1F3D8		1F3DA	1	1F3D7	<u> </u>	1F3ED
	1F3E2		1F3EC		1F3E3		1F3E4		1F3E5
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***	1F387	**	1F386		1F307		1F306	&	1F3D9
- 808 - 808	1F303		1F30C		1F309		1F301	2	231A
	1F4F1	-	1F4F2		1F4BB		2328		1F5A5
	1F5A8		1F5B1		1F5B2	<u> </u>	1F579		1F5DC
	1F4BD	Ħ	1F4BE	<u> </u>	1F4BF		1F4FC		1F4F7
	1F4F8		1F4F9	-	1F3A5	***	1F4FD		1F39E
&	1F4DE	2	260E	100-500	1F4DF		1F4E0		1F4FA
	1F4FB		1F399		1F39A	\$ 9 6 6	1F39B	<u> </u>	1F9ED
S	23F1	Õ	23F2		23F0		1F570		231B
N	23F3		1F4E1		1F50B	•	1F50C	$\frac{\triangle}{Q}$	1F4A1
	1F526	<u> </u>	1F56F	<u>_</u>	1F9EF		1F6E2		1F6CD
<u></u>	1F4B8		1F4B5	E D	1F4B4		1F4B6	£] [1F4B7
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	2697		1F52D		1F52C		1F573	O	1F48A
	1F489		1F9EC	<u>()</u>	1F9A0		1F9EB	<i>></i>	1F9EA
_	1F321		1F9F9		1F9FA		1F9FB		1F6BD
	1F6B0		1F6BF	4	1F6C1		1F6C0	<u></u>	1F9FC
	1F9FD		1F9F4		1F6CE	- Q	1F511	§	1F5DD
	1F6AA		1F6CB		1F6CF		1F6CC	&	1F9F8
	1F5BC	ண	0BA3	□	1F6D2	;	1F381	Q	1F388
	1F38F	\$3001 \$\$\$	1F380		1F38A		1F389	10	1F38E
	1F3EE	8	1F390		1F9E7		2709		1F4E9
	1F4E8		1F4E7	_	1F48C		1F4E5	<u> </u>	1F4E4
	1F4E6		1F3F7	- <u>-</u>	1F4EA	<u></u>	1F4EB	<u> </u>	1F4EC
	1F4ED		1F4EE	<u> </u>	1F4EF		1F4DC		1F4C3
	1F4C4		1F4D1		1F9FE		1F4CA		1F4C8
	1F4C9		1F5D2	31	1F5D3	31	1F4C6		1F4C5
	1F5D1		1F4C7	<u> </u>	1F5C3	<u> </u>	1F5F3		1F5C4
	1F4CB		1F4C1		1F4C2		1F5C2		1F5DE
	1F4F0		1F4D3		1F4D4		1F4D2		1F4D5
	1F4D7		1F4D8		1F4D9		1F4DA		1F4D6
♂	1F516	- U	1F9F7	_ _	1F517		1F4CE		1F587
	1F4D0	\	1F4CF		1F9EE	*	1F4CC	•	1F4CD
*	2702		1F58A		1F58B	<i>></i>	2712		1F58C
	1F58D		1F4DD		270F	Q	1F50D	<i>></i>	1F50E
	1F50F		1F510		1F512		1F513	•	2764
(1F494	~	2763	*	1F495	→	1F49E	*	1F493
Ö	1F497	•	1F496	S	1F498	•	1F49D	Ď	1F49F
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28	269B	1	1F251	*	2622	₩	2623	OFF	1F4F4
	1F4F3	有	1F236	無	1F21A	申	1F238	営	1F23A
月	1F237	*	2734	VS	1F19A	<u> </u>	1F4AE	[1F250
8	3299	祝	3297	合	1F234	満	1F235	割	1F239
禁	1F232	Α	1F170	В	1F171	AB	1F18E	CL	1F191
0	1F17E	sos	1F198	×	274C	0	2B55		1F6D1
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18	1F51E	(1)	1F4F5	<u>(S)</u>	1F6AD	Į	2757	8	2753
	203C	!?	2049	\&	1F505	**	1F506	\sim	303D
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*	2733	×	274E	<u></u>	1F310	&	1F4A0	M	24C2
<u></u>	1F4A4	ATM	1F3E7	WC	1F6BE	S	267F	P	1F17F
空	1F233	サ	1F202	½	1F6C2	Ž	1F6C3	181	1F6C4
	1F6C5	^	1F6B9	*	1F6BA	÷	1F6BC	Ş	26A7
**	1F6BB	i	1F6AE	***	1F3A6	Yall	1F4F6	33	1F201
T& 0 %	1F523	i	2139	abc	1F524	a b c d	1F521	A B C D	1F520
NG	1F196	OK	1F197	UP!	1F199	COOL	1F192	NEW	1F195
FREE	1F193	1 2 3 4	1F522	*	1F0CF		1F3B4	#	1F004
	23CF		25B6	П	23F8	MI	23EF		23F9
•	23FA	▶▶	23ED	144	23EE	>>	23E9	44	23EA
*	23EB	*	23EC	4	25C0	_	1F53C	V	1F53D
→	27A1	←	2B05	1	2B06	1	2B07	_	2197
<u>\</u>	2198	✓	2199	*	2196	1	2195	\leftrightarrow	2194
C,	21AA	₽	21A9	J	2934	1	2935	×	1F500
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Script Explanations

Tools

Emoji System Editor

This script is an editor window designed to modify and manage emoji assets in Unity, supporting **Legacy** and **TextMeshPro** systems.

Let's break down the script:

Variables

- `emojiType`: Enum defining the type of emoji system used, either Legacy or TextMeshPro.
- `itemEdit`: For Legacy emojis, it's a SpriteAsset object.
- `TMP_itemEdit`: For TextMeshPro emojis, it's a TMP_SpriteAsset object.
- Glyph metric variables ('w', 'h', 'bx', 'by', 'ad', 'scale', 'atlasIndex'): Custom metrics for Glyphs.
- `scrollPosition`: Tracks the scroll position in the editor window.

Methods

- `ShowWindow()`: Displays the Editor Window for managing emojis.
- `OnEnable(): Initializes the SerializedObject to track modifications in the Inspector.
- `OnGUI()`: Renders the GUI for modifying emoji assets.
- `Save()`: Saves changes made to emoji assets, applying custom metrics and atlas information.
- `ChangeTheSpriteAssetOfTextOnAllObjects()`: Changes the TextMeshPro SpriteAsset of all TextMeshPro texts in the scene.

Usage

- Accessing the Window: Go to 'Window > Emoji System Editor' in the Unity Editor.
- Customizing Emojis:
 - Choose emoji type (Legacy or TextMeshPro).
 - Set Sprite Asset or TMP Sprite Asset depending on the chosen emoji type.
 - Adjust glyph metrics ('w', 'h', 'bx', 'by', 'ad', 'scale', 'atlasIndex').
- Click "Save" to apply changes to emoji assets.
- Applying Changes to TextMeshPro texts:
 - If the chosen type is TextMeshPro, additional functionality is available.
 - Click "Apply to Scene" to replace the SpriteAsset of all TextMeshPro texts in the scene.

The script interacts with Unity's Editor functionalities, allowing users to manage and customize emoji assets efficiently. For example, you can modify metrics, update assets, and manage TextMeshPro text elements within the scene.