

# 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://lingoam.com/EmojitoUnicodeConverter>

Emoji	Unicode	Emoji	Unicode	Emoji	Unicode	Emoji	Unicode	Emoji	Unicode
	1f600		1f603		1f604		1f601		1f606
	1f605		1f602		1f923		263a		1f60a
	1f607		1f642		1f643		1f609		1f60c
	1f60d		1f970		1f618		1f617		1f619
	1f61a		1f60b		1f61b		1f61d		1f61c
	1f92a		1f928		1f9d0		1f913		1f60e
	1f929		1f973		1f60f		1f612		1f61e
	1f614		1f61f		1f615		1f641		2639
	1f623		1f616		1f62b		1f629		1f97a
	1f622		1f62d		1f925		1f636		1f624
	1f620		1f621		1f92c		1f92f		1f633
	1f975		1f976		1f631		1f628		1f630
	1f625		1f613		1f917		1f914		1f92d
	1f92b		1f610		1f611		1f62c		1f644
	1f62f		1f626		1f627		1f62e		1f632
	1f634		1f924		1f62a		1f635		1f910
	1f974		1f922		1f92e		1f927		1f637
	1f912		1f915		1f911		1f920		1f608
	1f47f		1f479		1f47a		1f921		1f4a9
	1f47b		1f480		2620		1f47d		1f47e
	1f916		1F383		1f63a		1f638		1f639
	1f63b		1f63c		1f63d		1f640		1f63f
	1f63e		1f44b		1f91a		1f590		270b
	1f596		1f44c		270c		1f91e		1f91f
	1f918		1f919		1F448		1F449		1F446
	1F595		1F447		261D		1F44D		1F44E
	270A		1F44A		1F91B		1F91C		1F44F
	1F64C		1F450		1F932		1F91D		1F64F
	270D		1F485		1F933		1F4AA		1F9B5
	1F9B6		1F463		1F442		1F443		1F9E0
	1F9B7		1F9B4		1F440		1F441		1F445
	1F444		1F48B		1F476		1F467		1F9D2
	1F466		1F469		1F9D1		1F468		1F9D4
	1F475		1F9D3		1F474		1F472		1F9D5
	1F9F3		1F302		2602		1F9F5		1F9F6
	1F453		1F576		1F97D		1F97C		1F454
	1F455		1F456		1F9E3		1F9E4		1F9E5
	1F9E6		1F457		1F458		1F459		1F45A
	1F45B		1F45C		1F45D		1F392		1F45E

	1F45F		1F97E		1F97F		1F460		1F461
	1F462		1F451		1F452		1F3A9		1F393
	1F9E2		26D1		1F484		1F48D		1F4BC
	1F436		1F431		1F42D		1F439		1F430
	1F98A		1F43B		1F43C		1F43B		2744
	1F428		1F42F		1F981		1F42E		1F437
	1F43D		1F438		1F435		1F648		1F649
	1F64A		1F412		1F414		1F427		1F426
	1F424		1F423		1F425		1F986		1F985
	1F989		1F987		1F43A		1F417		1F434
	1F984		1F41D		1F41B		1F98B		1F40C
	1F41E		1F41C		1F99F		1F997		1F577
	1F578		1F982		1F422		1F40D		1F98E
	1F996		1F995		1F419		1F991		1F990
	1F99E		1F980		1F421		1F420		1F41F
	1F42C		1F433		1F40B		1F988		1F40A
	1F405		1F406		1F993		1F98D		1F418
	1F99B		1F98F		1F42A		1F42B		1F992
	1F998		1F403		1F402		1F404		1F40E
	1F416		1F40F		1F411		1F999		1F410
	1F98C		1F415		1F429		1F408		1F413
	1F983		1F99A		1F99C		1F9A2		1F54A
	1F407		1F99D		1F9A1		1F401		1F400
	1F43F		1F994		1F43E		1F409		1F432
	1F335		1F384		1F332		1F333		1F334
	1F331		1F33F		2618		1F340		1F38D
	1F38B		1F343		1F342		1F341		1F344
	1F41A		1F33E		1F490		1F337		1F339
	1F940		1F33A		1F338		1F33C		1F33B
	1F31E		1F31D		1F31B		1F31C		1F31A
	1F315		1F316		1F317		1F318		1F311
	1F312		1F313		1F314		1F319		1F30E
	1F30D		1F30F		1F4AB		2B50		1F31F
	2728		26A1		2604		1F4A5		1F525
	1F32A		1F308		2600		1F324		26C5
	1F325		2601		1F326		1F327		26C8
	1F329		1F328		1F300		2603		26C4
	1F32C		1F4A8		1F4A7		1F4A6		2614
	26F1		1F30A		1F32B		1F34F		1F34E
	1F350		1F34A		1F34B		1F34C		1F349
	1F347		1F353		1F348		1F352		1F351
	1F96D		1F34D		1F965		1F95D		1F345
	1F346		1F951		1F966		1F96C		1F952
	1F336		1F33D		1F955		1F954		1F360
	1F950		1F96F		1F35E		1F956		1F968
	1F9C0		1F95A		1F373		1F95E		1F953

	1F969		1F357		1F356		1F9C6		1F32D
	1F354		1F35F		1F355		1F96A		1F959
	1F32E		1F32F		1F957		1F958		1F96B
	1F35D		1F35C		1F372		1F35B		1F363
	1F371		1F95F		1F364		1F359		1F35A
	1F358		1F365		1F960		1F96E		1F362
	1F361		1F367		1F368		1F366		1F967
	1F9C1		1F370		1F382		1F36E		1F36D
	1F36C		1F36B		1F37F		1F369		1F36A
	1F330		1F95C		1F36F		1F95B		1F37C
	2615		1F375		1F964		1F376		1F37A
	1F37B		1F942		1F377		1F943		1F378
	1F379		1F37E		1F944		1F374		1F37D
	1F963		1F961		1F962		1F9C2		26BD
	1F3C0		1F3C8		26BE		1F94E		1F3BE
	1F3D0		1F3C9		1F94F		1F3B1		1F3D3
	1F3F8		1F3D2		1F3D1		1F94D		1F3CF
	1F945		26F3		1F3F9		1F3A3		1F94A
	1F94B		1F3BD		1F6F9		1F6F7		26F8
	1F94C		1F3BF		26F7		1F3C2		1F3C6
	1F947		1F948		1F949				
		</							



# Script Explanations

## Tools

### Emoji System Editor

This editor allows you to customize and save settings for emoji sprites, supporting both Legacy and TextMeshPro sprite assets.

Here's a breakdown of the script:

#### SerializedObject and Variables:

- **SerializedObject**: Tracks changes in the Inspector for this window.
- **Variables**:
  - `emojiType`: Represents the type of emoji asset (Legacy or TextMeshPro).
  - `itemEdit` and `TMP_itemEdit`: Sprite assets for Legacy and TextMeshPro emojis respectively.
  - Metrics variables (`w`, `h`, `bx`, `by`, `ad`, `scale`, `atlasIndex`) for customizing sprite glyph metrics.
  - `scrollPosition`: Tracks the scroll position of the GUI.

#### ShowWindow Method:

- **ShowWindow**: Creates the editor window for the Emoji System Editor and sets a specific icon for it.

#### OnEnable Method:

- **OnEnable**: Initializes the serialized object when the editor window is enabled.

#### OnGUI Method:

- **OnGUI**: Displays the editor GUI.
  - Allows users to select the emoji type and associated sprite asset.
  - Provides fields for customizing sprite glyph metrics (width, height, bearing, advance, scale, atlas index).
  - Includes a "Save" button to trigger the **Save** method.

#### Save Method:

- **Save**: Saves customized settings for sprite glyphs based on the selected emoji type.
  - Custom glyph metrics are created and applied to each glyph in the sprite asset.
  - Marks the scriptable object as dirty, saves assets, and refreshes the Asset Database.
  - Displays a confirmation dialog after saving.

#### Enum Type:

- **Type Enum**: Distinguishes between Legacy and TextMeshPro sprite assets.

#### MenuItem Attribute:

- **MenuItem**: Creates a menu item in the Unity Editor to open the Emoji System Editor window.

#### ScrollView:

- Uses a scroll view to handle the GUI display, allowing for scrolling if the content exceeds the window size.

This script provides a user-friendly interface within Unity's editor environment for modifying and saving settings for both Legacy and TextMeshPro emoji sprite assets, offering flexibility and customization options for each asset type.