

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.

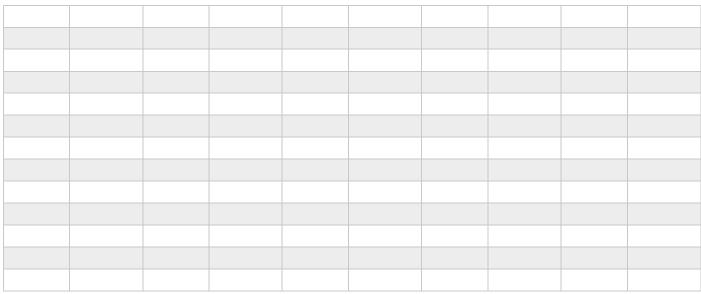
Emoji to Unicode Converter

https://lingojam.com/EmojitoUnicodeConverter

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Travel & Places

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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.

Menultem 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.