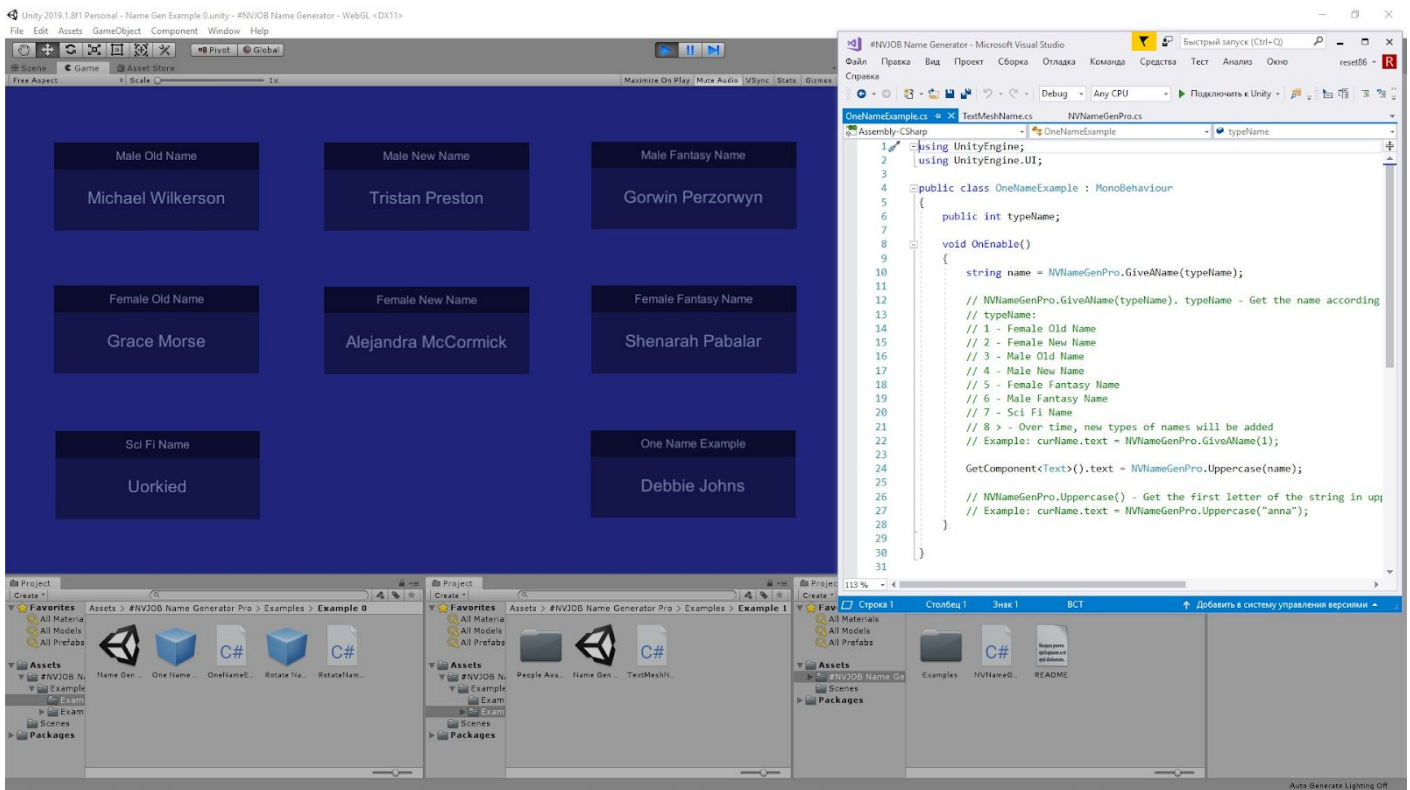


#NVJOB Name Generator



#NVJOB Name Generator is a class with a built-in base.

Seven types of generated names: Female Old, Female New, Male Old, Male New, Female Fantasy, Male Fantasy, Sci-Fi.

Number of different combinations of names:

Female Old (First and Second name) - 265788.

Female New (First and Second name) - 319608.

Male Old (First and Second name) - 231840.

Male New (First and Second name) - 264960.

Female Fantasy (First and Second name) - 5233200.

Male Fantasy (First and Second name) - 5497800.

Sci-Fi (One Name) - 18310600.

#NVJOB Name Generator

<https://nvjob.github.io/unity/nvjob-name-generator>

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Information

This asset has two simple examples showing how to work with a random name generator. Over time, the database will be updated and new types of names will be added.

For Unity version of at least 2019.1.8 (64-bit)

Current version 1.1

Scripting

#NVJOB Name Generator is a static public class.

NVJOBNameGen.GiveAName(Type Name) - Get the name according to the selected type.

Type Name - (int) the type of name, there are currently 7 types of names (see list):

- 1 - Female Old Name.
- 2 - Female New Name.
- 3 - Male Old Name.
- 4 - Male New Name.
- 5 - Female Fantasy Name.
- 6 - Male Fantasy Name.
- 7 - Sci Fi Name.

```
using UnityEngine;
using UnityEngine.UI;
public class Example : MonoBehaviour
{
    public int typeName = 7; // 7 - Sci Fi Name
    void Start()
    {
        string curentName = NVJOBNameGen.Uppercase(NVJOBNameGen.GiveAName(typeName));
        GetComponent<Text>().text = curentName;
        print(curentName);
    }
}
```
