

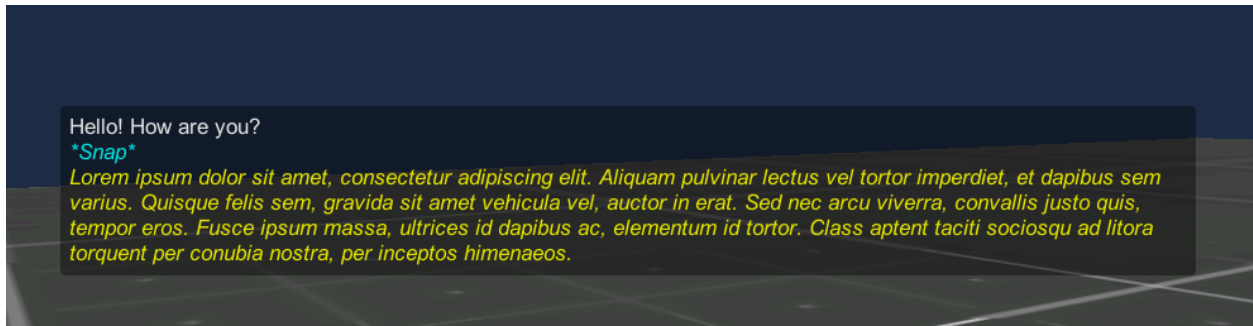
Easy Subtitles System

Support contact & info

This documentation can be viewed online at <http://www.williamjouot.com/subtitles>
If you need support, email me at willjouo@gmail.com

Overview

Subtitles displays nice-looking subtitles and closed captions for your game with smooth animations and fade in/out effects.



- Supports very long text and word wrap (make sure "Word Wrap" is checked in your GUI Skin)
- It uses the label and the box elements of the GUI Skin.

Files

- **Documentation/** - Folder containing the documentation
- **Scripts/**
 - **Subtitles.cs** - Main script
 - **Subtitles Box.png** - Sample background image for subtitles
 - **Subtitles GUI Skin.guiskin** - Sample GUI Skin for subtitles
 - **Editor/SubtitlesEditor.cs** - Script of the SubtitlesEditor window

- **TestScene/** - Folder containing the demo Unity scene

Show subtitles with a single line of code

After importing the package, add the *Subtitles.cs* script anywhere in your scene (the most common place is on your main camera). Set the GUI Skin parameter in the inspector (you can use the default one in the *Scripts/* folder of the addon. You can now show a simple subtitle with one of these functions:

```
Subtitles.show(string message, float duration (in seconds), Color c);
```

```
Subtitles.show(string message, float duration (in seconds), Color c, bool italic);
```

Show subtitles with XML

You can also load subtitles from an XML file like this:

```
<?xml version="1.0"?>
<subtitles>
  <styles>
    <style id="npc" red="0.25" green="0.5" blue="1.0" italic="1" />
    <style id="hero" red="1.0" green="1.0" blue="1.0" italic="1" />
    <style id="ambient_sounds" red="0" green="1.0" blue="1.0" italic="0" />
  </styles>
  <texts>
    <subtitle id="npc_guard_spotted" duration="2.5"
style="npc">Freeze!</subtitle>
    <subtitle id="hero_spotted_response" duration="3.5" style="hero">I don't
think so.</subtitle>
  </texts>
</subtitles>
```

The top part is the <styles> section. You define a style with an id, a color (red, green and blue) and if its in italic or not. Then comes the <texts>/<subtitle> part, where the "style" attributes must be a style id defined in the precedent <styles> section.

You can load the XML file with the function `Subtitles.loadFromXML(string file)`:

```
// Subtitles.xml must be in a "Resources" folder
Subtitles.loadFromXML("Subtitles");
// english.xml must be in a "Resources/Subtitles" folder
Subtitles.loadFromXML("Subtitles/english");
```

You can also give a TextAsset object to the function instead of a string:

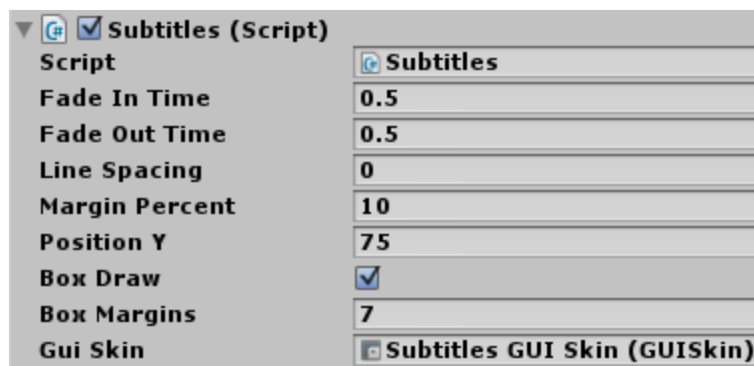
```
Subtitles.loadFromXML(TextAsset xmlfile);
```

You can then show a subtitle by its ID with Subtitles.showByID(string id):

```
Subtitles.showByID("npc_guard_spotted");
```

See the demo scene for a complete example.

Parameters



Properties

Fade In Time: Duration of the fade in effect when subtitle appears (in seconds).

Fade Out Time: Duration of the fade out effect when subtitle disappears (in seconds).

Line Spacing: Here you can add an extra line spacing. Can be negative.

Margin Percent: Left and right margin, in % of the screen width.

Position Y: Y position of the most recent subtitle, in % of screen height

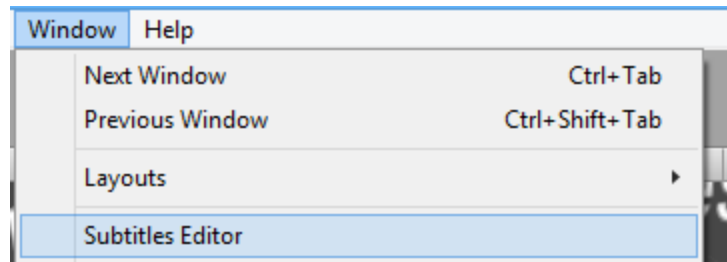
Box Draw: Should it draw a box around subtitles?

Box Margins: Inner margins of the box.

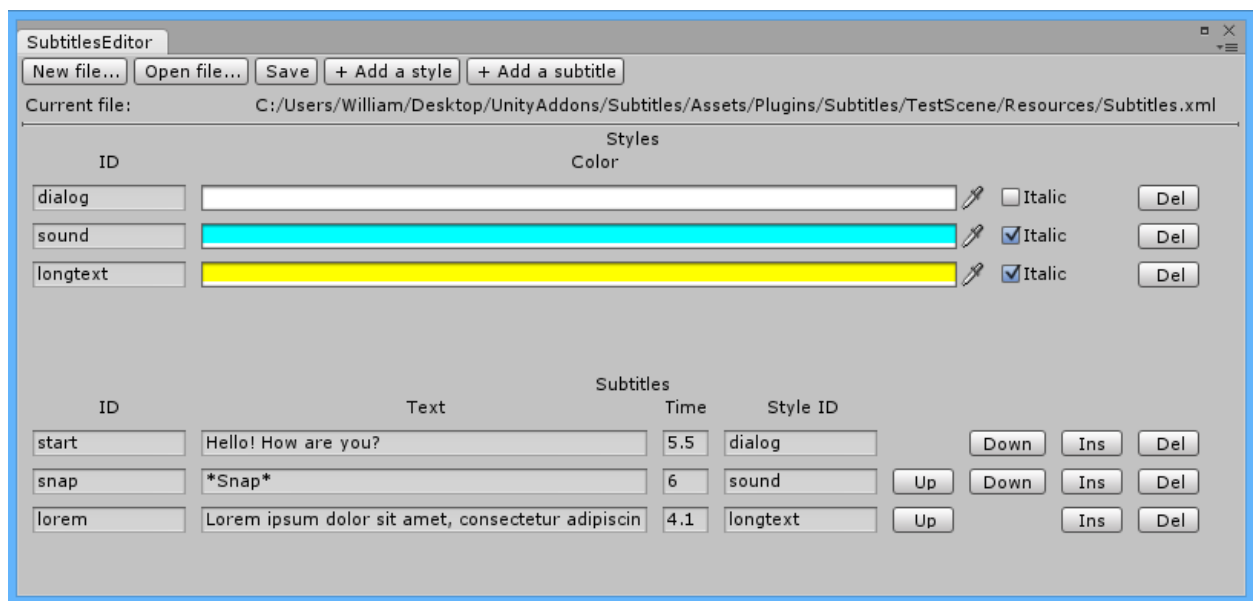
GUI Skin: The GUI Skin to use for Subtitles.

Subtitles Editor

You can also edit your XML Subtitles files with the new Subtitles Editor. You can access the editor in the Window menu:



When you first open the editor window, only two buttons are available : *New file...* and *Open file...*, they are pretty straightforward. Click on *New file...* and create somewhere in your project the XML Subtitles file.



Save will save the file, *+ Add a style* and *+ Add a subtitle* will add a style and a subtitle. In the main part of the window are the style on the top and the subtitles on the bottom. For each style row you can:

- Specify its unique ID
- Choose the color
- Set if the text must be in italic or not

For each subtitle row you can:

- Specify its unique ID
- Write the text
- Specify its duration in seconds
- Specify its style

Moreover, some buttons on the left are for styles and subtitles:

- *Up* and *Down* buttons will reorder the rows.
- *Ins* will insert a new row below the current one.
- *Del* will delete the current row.

Don't forget to save your file before closing the Editor!

Other examples

```
Subtitles.show("Hello there", 5.5f, Color.blue, true);
Subtitles.show("How are you?", 2.5f, Color(0.5f, 0.5f, 0.5f, 1f));
Subtitles.loadFromXML("subtitles_english");
Subtitles.showByID("id_defined_in_xml_file");
// Returns the text associated with the specified id
Subtitles.getMessageByID("subtitle_id");
```

You now know everything about this addon!