DYNAMIC FLOATING TEXT

v1.0

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Video Demonstration: https://youtu.be/7rI5bXIFT2A

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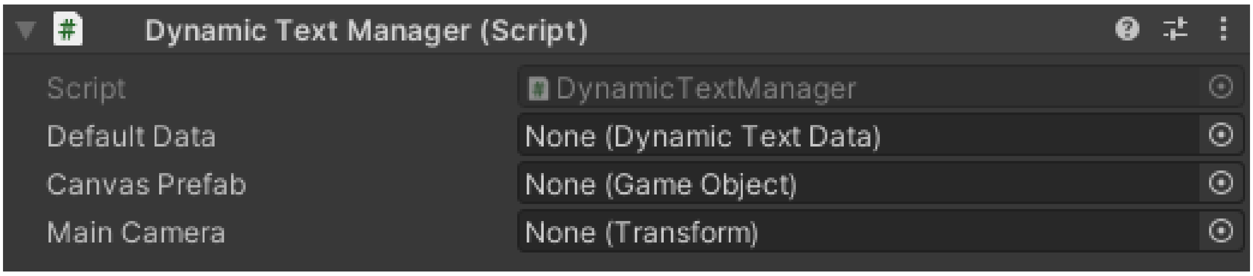
SETUP

This asset uses Text Mesh Pro.

Dynamic Floating Text is easy to get set up.

First, find your Game Manager object if you have one. If you don't, just create an empty GameObject and place it in your scene. Click 'Add Component' and add the 'Dynamic Text Manager' component.

Three fields appear:



Dynamic Text Manager (Script)

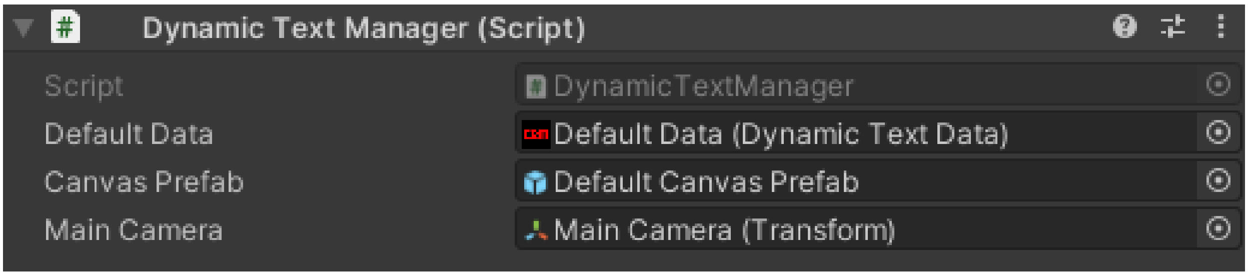
Script	DynamicTextManager
Default Data	None (Dynamic Text Data)
Canvas Prefab	None (Game Object)
Main Camera	None (Transform)

Default Data should be filled with a Dynamic Text Data object which should be used as the default data when instantiating text. Create Dynamic Text Data will be covered in following steps.

Canvas Prefab is a prefab included with the project. Find this prefab in Resources -> Prefabs -> Default Canvas or Default Canvas 2D, depending on your project.

Main Camera is the main camera in your project. This can be left blank if using 2D.

Once set up, your Dynamic Text Manager should look like this:

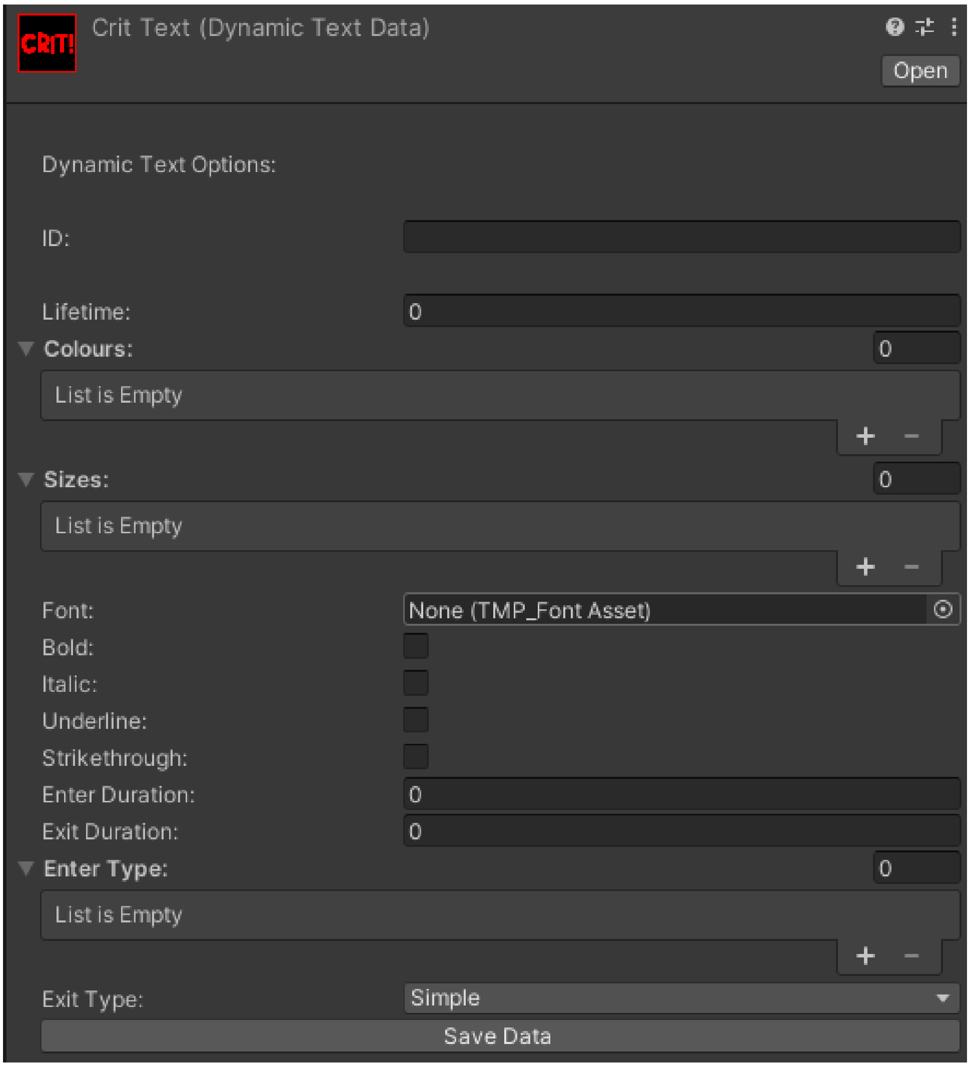


Dynamic Text Manager (Script)

Script	DynamicTextManager
Default Data	Default Data (Dynamic Text Data)
Canvas Prefab	Default Canvas Prefab
Main Camera	Main Camera (Transform)

DYNAMIC TEXT DATA

Dynamic Text Data are a custom ScriptableObject used to store data about different types of text. You can create one by right-clicking in the asset window and then going to Create -> Dynamic Floating Text -> New Text Data. Name it whatever you want.



Crit Text (Dynamic Text Data)

Dynamic Text Options:

ID:

Lifetime: 0

Colours: 0

List is Empty

Sizes: 0

List is Empty

Font: None (TMP_Font Asset)

Bold: □

Italic: □

Underline: □

Strikethrough: □

Enter Duration: 0

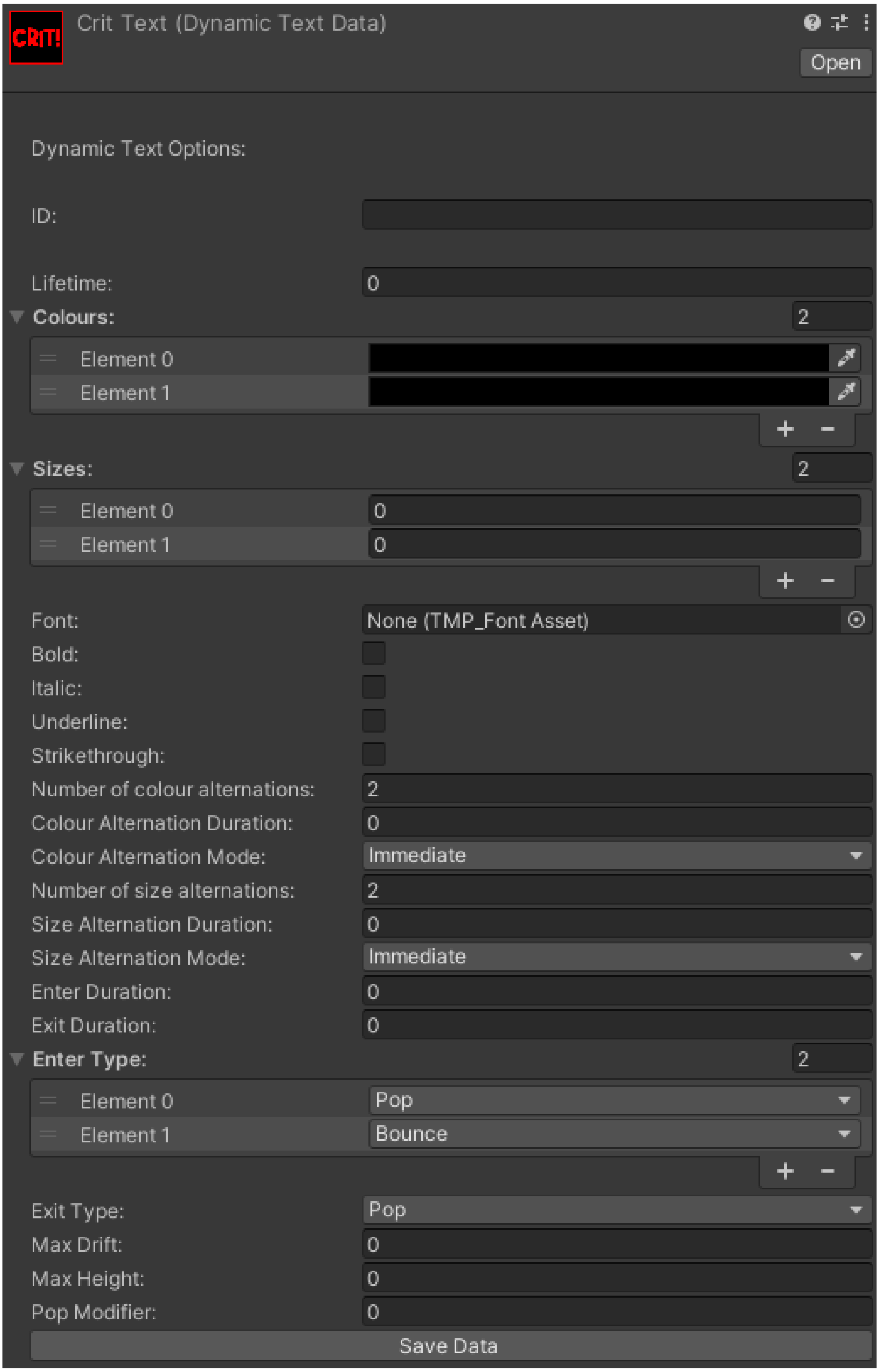
Exit Duration: 0

Enter Type: 0

List is Empty

Exit Type: Simple

There are actually more options available than you can see straight away – some options don’t appear until necessary. Here’s a fully expanded Text Data:



Crit Text (Dynamic Text Data)

Dynamic Text Options:

ID:

Lifetime: 0

Colours: 2

- Element 0
- Element 1

Sizes: 2

- Element 0: 0
- Element 1: 0

Font: None (TMP_Font Asset)

Bold: □

Italic: □

Underline: □

Strikethrough: □

Number of colour alternations: 2

Colour Alternation Duration: 0

Colour Alternation Mode: Immediate

Number of size alternations: 2

Size Alternation Duration: 0

Size Alternation Mode: Immediate

Enter Duration: 0

Exit Duration: 0

Enter Type: 2

- Element 0: Pop
- Element 1: Bounce

Exit Type: Pop

Max Drift: 0

Max Height: 0

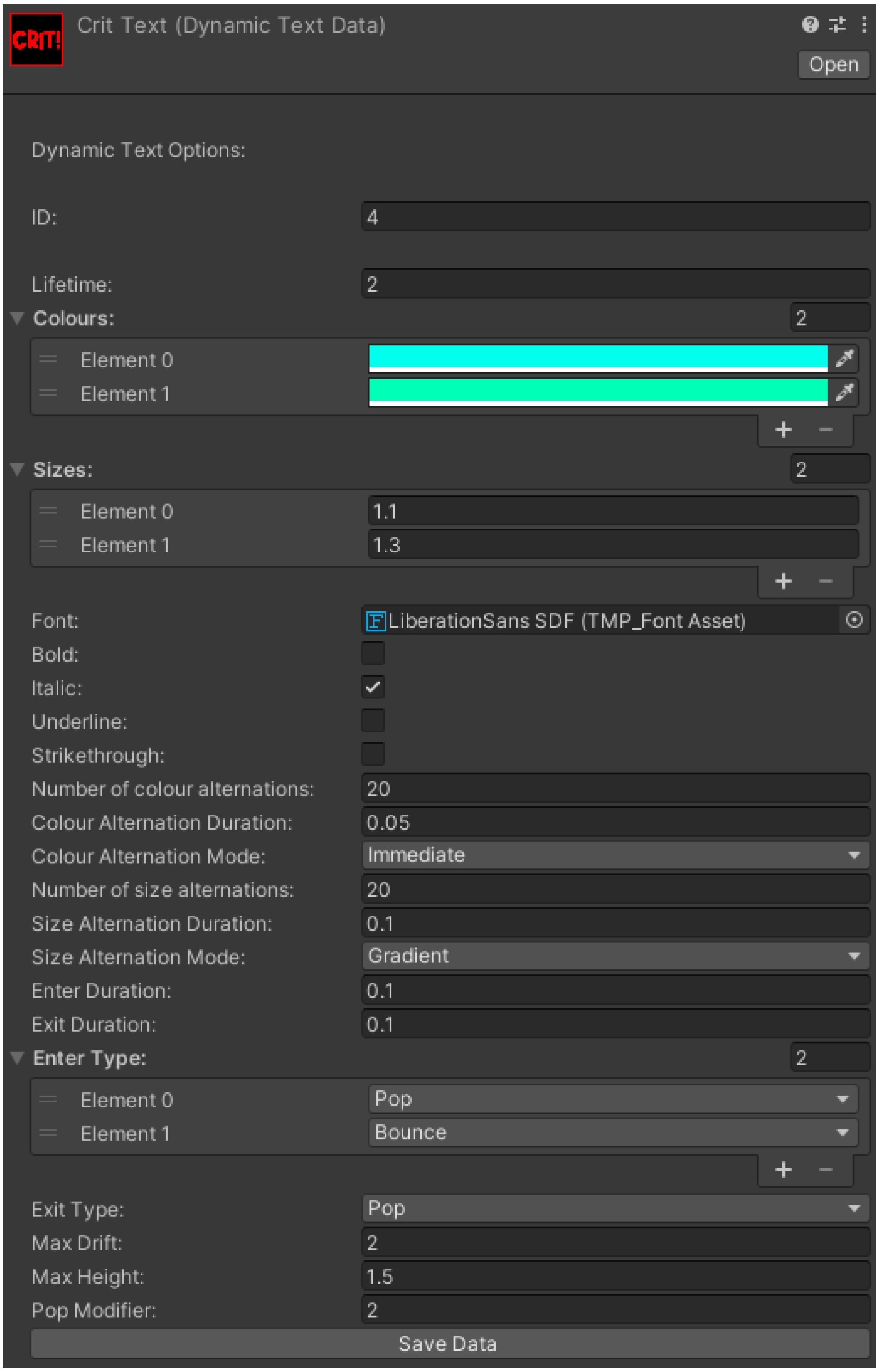
Pop Modifier: 0

The following table explain each option:

ID	An optional value used if you want to, for example, store Text Data in a database and fetch them using this ID.
Lifetime	The lifetime of the text, in seconds, between entry and exit.
Colours	An array storing all the colours between which you want your text to alternate. A common error here is to select colours but not notice that the alpha is automatically set to 0 – this will make your text invisible! Remember to change the alpha value.
Sizes	An array storing all the sizes between which you want your text to alternate.
Font	A TextMeshPro font asset. If this is left empty, the font will default to the font used in the placeholder text in the canvas prefab.
Bold, Italic, Underline, Strikethrough	Text formatting options.
Number of colour alternations	The total number of times the text will change colour.
Colour Alternation Duration	The time taken to change colour if using gradient alternation mode, or the time between colour changes if using immediate alternation mode.
Colour Alternation Mode	Choose between Immediate or Gradient – Immediate changes

	colour without any transition, Gradient transitions smoothly between colours.
Number of size alternations	The total number of times the text will change size.
Size Alternation Duration	The time taken to change size if using gradient alternation mode, or the time between size changes if using immediate alternation mode.
Size Alternation Mode	Choose between Immediate or Gradient – Immediate changes size without any transition, Gradient transitions smoothly between sizes.
Enter Duration	The time taken, in seconds, to play an entry animation.
Exit Duration	The time taken, in seconds, to play an exit animation.
Enter Type	An array storing all the different entry animations.
Exit Type	The exit animation.
Max Drift	A variable used when using the Bounce entry type. The maximum distance in metres that text can travel horizontally while entering.
Max Height	A variable used when using the Bounce or Shift entry types. The maximum distance in metres that text can travel vertically while entering.
Pop Modifier	Maximum scale to which text pops while entering.

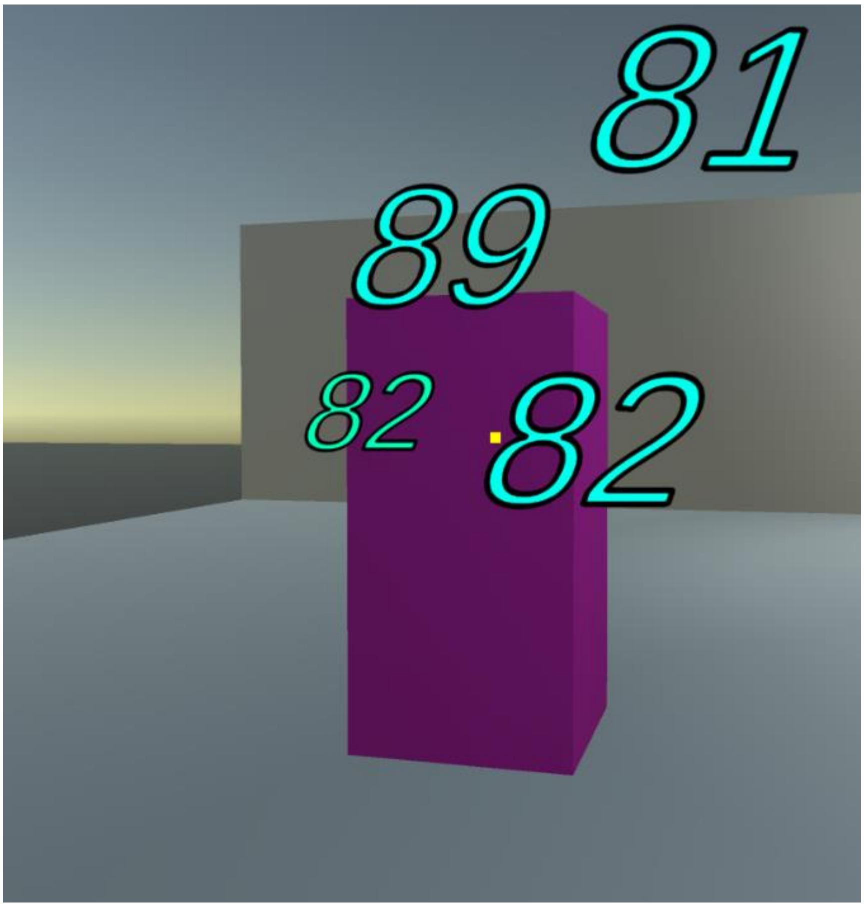
Here’s an example of a filled-out Text Data.



Crit Text (Dynamic Text Data)

Dynamic Text Options:

ID:	4
Lifetime:	2
Colours:	2
Element 0	🟦
Element 1	🟩
Sizes:	2
Element 0	1.1
Element 1	1.3
Font:	LiberationSans SDF (TMP_Font Asset)
Bold:	□
Italic:	☑
Underline:	□
Strikethrough:	□
Number of colour alternations:	20
Colour Alternation Duration:	0.05
Colour Alternation Mode:	Immediate
Number of size alternations:	20
Size Alternation Duration:	0.1
Size Alternation Mode:	Gradient
Enter Duration:	0.1
Exit Duration:	0.1
Enter Type:	2
Element 0	Pop
Element 1	Bounce
Exit Type:	Pop
Max Drift:	2
Max Height:	1.5
Pop Modifier:	2

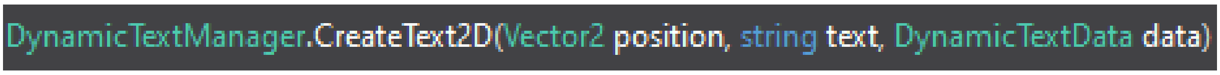


And the result!

USAGE

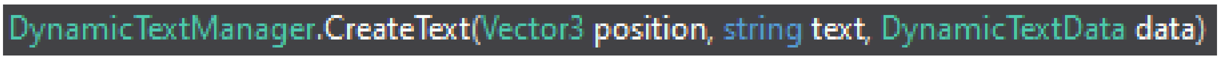
Now that your manager has been set up, all that's left to do is call the function to instantiate your text. This is easy – it's one line!

If you're using 2D:



```
DynamicTextManager.CreateText2D(Vector2 position, string text, DynamicTextData data)
```

If you're using 3D:



```
DynamicTextManager.CreateText(Vector3 position, string text, DynamicTextData data)
```

The parameters are the same for both. Pass in the position where you want the text to instantiate for the first parameter, then the text you actually want to appear, and then finally the Text Data you want to use. If you just want to use the Text Data you placed onto your Dynamic Text Manager in the first step, just pass DynamicTextManager.defaultData for this parameter.

And that's about it! If you have any questions or bug reports, please send them to my email. Otherwise, thank you for downloading the project and if it was of good use to you, please consider leaving a review!

Thank you,

Austin Windsor