

FloatingTextEffect

Thanks for purchasing FloatingTextEffect from ExaGames!

Create floating text effects with a single line of code to show score, pick-up information, etc.

1. Import the FloatingTextEffect package to your project.
2. Include this line of code when you want to create a floating text effect:

```
ExaGames.Common.FloatingTextEffect.FloatingTextEffect.Create (  
    gameObjectName: "FloatingText",    // Name of the game object with the floating text effect  
    position: randomPosition,          // Initial position of the floating text  
    value: "ExaGames",                // Value to be shown in floating text.  
    lifeTime: 5f);                     // Lifetime in seconds
```

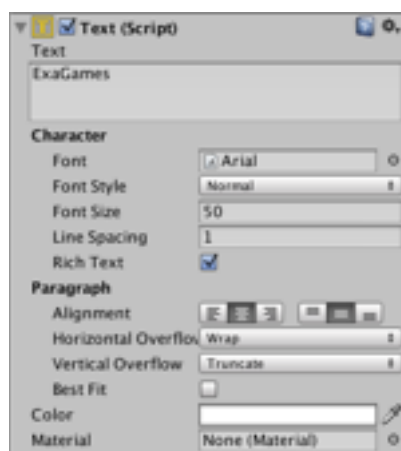
Creation parameters

You can configure the floating text creation with the following parameters.

Parameter	Required	Description
gameObjectName	Yes	This is the name that the game object of the floating text effect will have in the hierarchy.
position	Yes	Initial position of the text.
value	Yes	The value to be shown as floating text.
lifetime	No	Lifetime in seconds of the game object. After this time, the floating text effect will be destroyed.
type	No	Type of the floating text effect (see Types and Templates section).
parent	No	Parent transform of the floating text effect.

Edit font properties

Find the *FloatingTextEffect* prefab inside the ExaGames/FloatingTextEffect/Resources folder. Unfold the prefab, select the *Text* component of the prefab and use the Inspector to edit font properties.



Types and Templates

You can configure your own templates to format the floating text effect. For example, you may want to show “x points” when you’re scoring, or “+1” when you have won a life.

1. Open the `FloatingTextEffectConfig` script inside the `ExaGames/FloatingTextEffect/Scripts` folder.
2. Add a new member to the `Types` enum with the name of your type.
3. Add a new constant string to the `Templates` class with exactly the same name of your type. Set it with the value of your template.

Your template value must have the placeholder `{0}`. That is where your the value passed to `Create` is going to be shown.

For example, if you wanted a floating text like “You have scored 450 points”, you could edit your configuration file like this:

```
1 namespace ExaGames.Common.FloatingTextEffect {
2     /// Floating text effect type...
3
4     public enum Types {
5         GENERIC,
6         PLUS,
7         CUSTOM
8     }
9
10
11     /// Floating text effect templates...
12
13     class Templates {
14         [Singleton declaration]
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29         public const string GENERIC = "{0}";
30         public const string PLUS = "+{0}";
31         public const string CUSTOM = "You have scored {0} points";
32     }
33 }
```

Then, create the floating text effect in your code like this:

```
ExaGames.Common.FloatingTextEffect.FloatingTextEffect.Create (
    gameObjectName: "FloatingText",    // Name of the game object with the floating text effect
    position: Vector3.zero,            // Initial position of the floating text
    value: 450,                        // Value to be shown in floating text.
    type: ExaGames.FloatingTextEffect.Types.CUSTOM,    // Your type
    lifeTime: 5f);                    // Lifetime in seconds
```

Final note

Demo scenes use some standard assets. To save some space, you can import only the “Resources” and “Scripts” folders inside `ExaGames/FloatingTextEffect`. Have Fun!

Thank you from the ExaGames team!

