Simple Tooltip
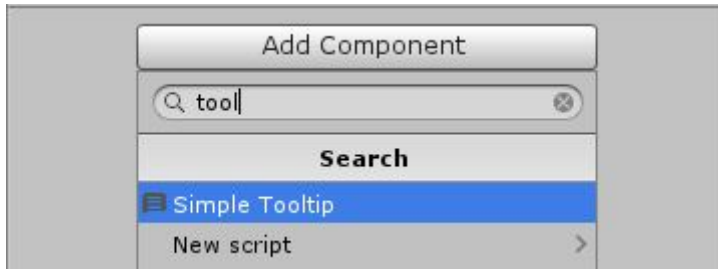
Simple tooltip is a Unity asset that allows you to add a tooltip component to any object. No setup required **as long as you have TMPro imported**! It's that simple!
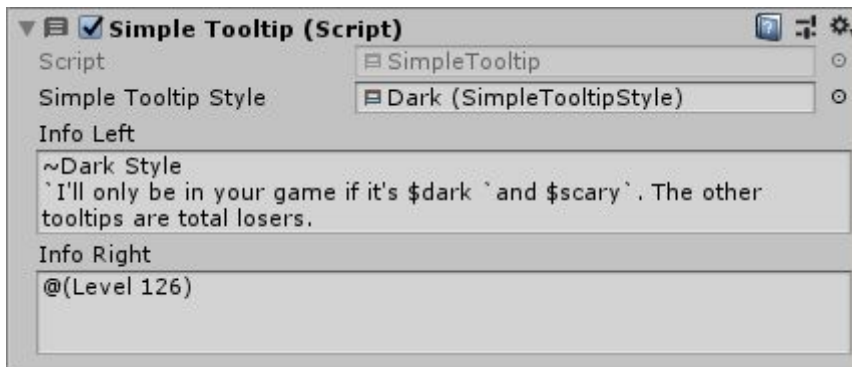
Adding Component

For the tooltip to work, the game object must either:
- Have a RectTransform with a raycast target.
- Have any type of Collider attached.
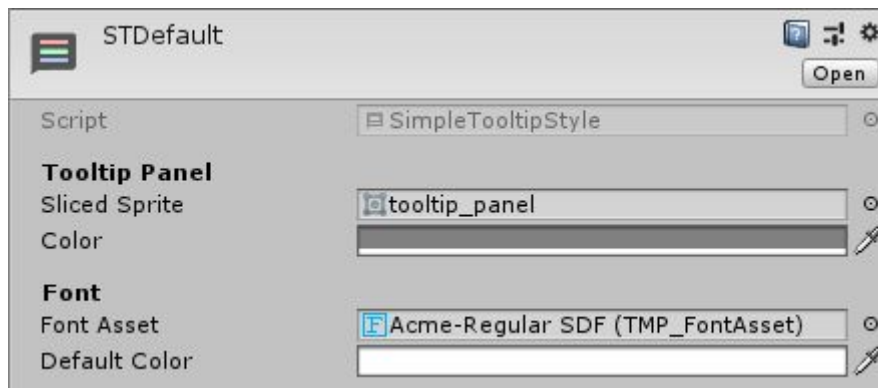
Settings

There are only 3 settings for a tooltip.
- The style (use a premade one or make one yourself, see **Styles** bellow).
- The Info Left text layer is aligned on the left.
- The Info Right text layer is aligned on the right.
You can leave one of them blank if you wish, for examples see *"Scenes/Example Tooltips"* scene.
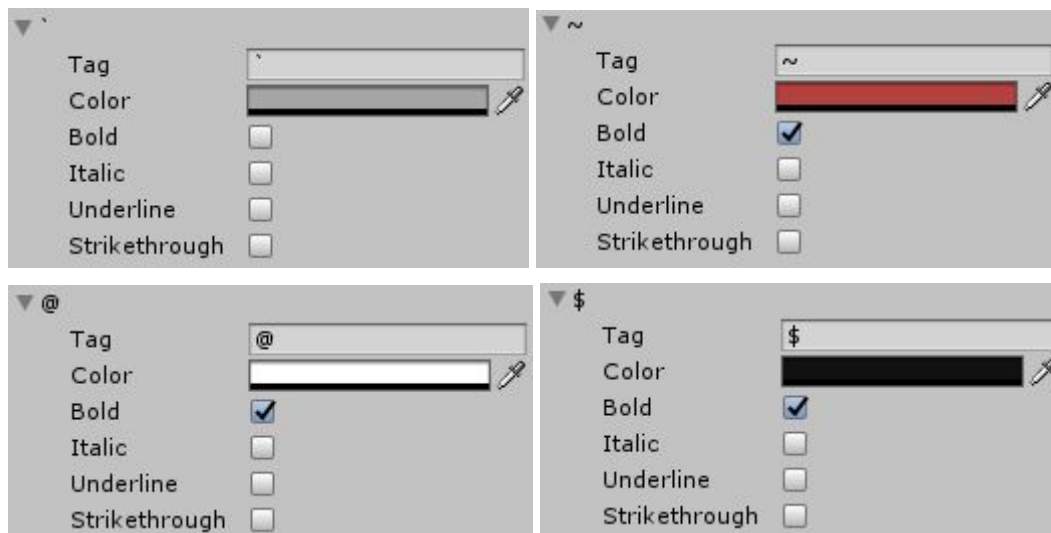
Styles

You can create a style by clicking *"Assets -> Create -> Simple Tooltip Style"*. In the inspector you will have a few options.
- The sprite you want to use for the panel.
- The color you want to apply to the panel.
- The TMPro font asset.
- Default font color

Formatting

Since the text is rendered using Text Mesh Pro, you can freely use its markup tags like *<color=#00FF00>*, etc.

But usually when you're creating tooltips, you will only want a few preset colors. That's why I encourage you to create your own tags to make it more comfortable for you to develop:

This style would translate the raw text (on left) to this tooltip (on right):	
~Dark Style \`I'll only be in your game if it's $dark \`and $scary\`. The other tooltips are total losers.	
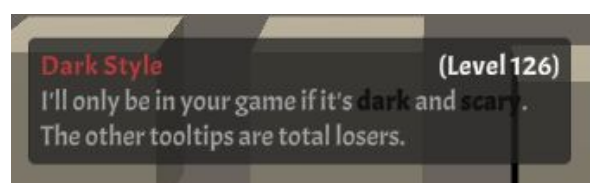
License

You may freely use, study, modify all assets included in this package for free or commercial use. You may not sell the included Font individually though. See attached "*OFL.txt*" file inside the Font folder.

Contact

You may contact me via email snorbertas@gmail.com or leave a review on the asset. You may also find the entire package on GitHub here: https://github.com/snorbertas/simple-tooltip

FAQ

Q: Why can't I see any text and what is TextMesh Pro?
A: Simple Tooltip uses TextMesh Pro to display the text. It is important that you import TMPro before you import Simple Tooltip.

Q: The console is spamming "The character used for Ellipsis is not available in font asset"! How do I get rid of it???
A: It is a common warning from TextMesh Pro. You don't actually need the Ellipsis character and you can easily suppress all the warnings by going to *Edit -> Project Settings -> TextMesh Pro -> Settings -> Disable warnings*

Q: The font is too small! How do I make it bigger?
A: Open *"Simple Tooltip/Resources/Tooltip.prefab"* file and inside you will see two objects called **_left** and **_righ**t. Edit the font size in Text Mesh Pro UGUI components.

Q: I want to make the tooltip wider! How do I do that?
A: Open *"Simple Tooltip/Resources/Tooltip.prefab"* file and inside you will see the Panel object. Resize it as you would resize any other UI object.

Q: I resized it but now the tooltip won't appear on the cursor!
A: Make sure you keep the anchors for the prefab at the bottom left corner of the screen.

Q: Can I make a custom tooltip prefab?
A: Simple Tooltip is meant to be simple and minimal. It uses one prefab and condenses basic customization to style assets (Assets->Create->Simple Tooltip Style). If you wish to edit the default prefab and/or improve it, feel free to do so. However that is entirely up to you to figure it out. If you wish a custom made UI element I might be able to help, get in touch with me.

Q: I typed in my text, but completely random gibberish appeared like "<color=<" etc.
A: **DO NOT** use these symbols as tags </#>. This is actually my fault for not properly iterating through the string to find tags. It is a free asset after all.

If you found any other problems, feel free to contact me or leave a bad review so I can fix some bugs or perhaps make minor improvements. However this asset will remain free with minimal functionality.