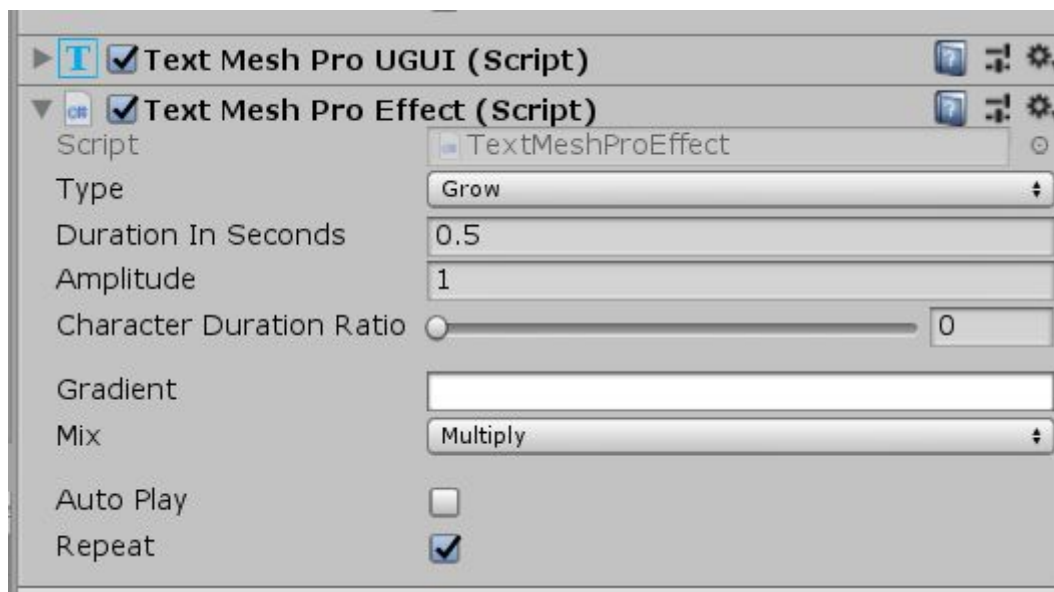


TextMesh Pro Effect

Documentation

About

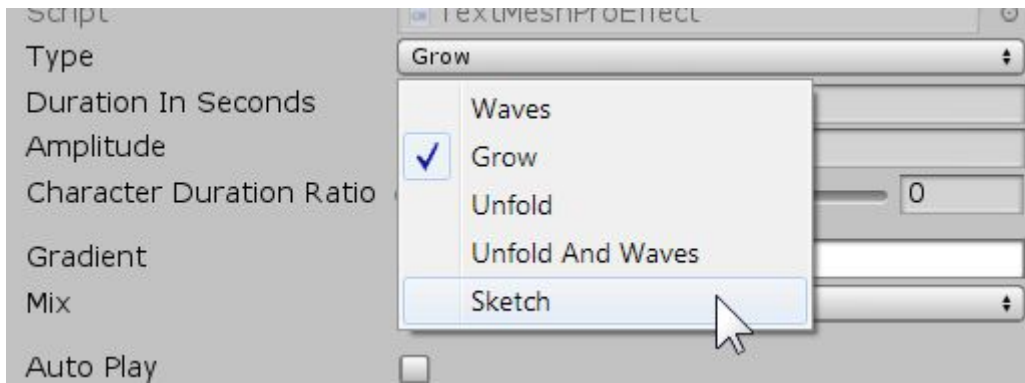
TextMesh Pro Effect is a mono behavior component that can be added on top of the TextMesh Pro or TextMesh Pro (UGUI) component.



Parameters

Type

Animation type.



There are multiple animation patterns

Wave



Grow



Unfold



Unfold And Waves



Sketch



Duration in seconds

Duration of the full animation

Amplitude

Amplitude of the effect, where applicable.

Character Duration Ratio

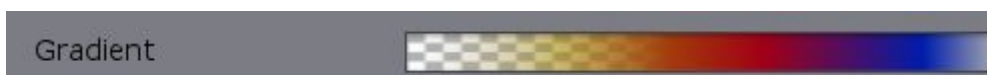
Ratio between single character animation duration and full animation duration.



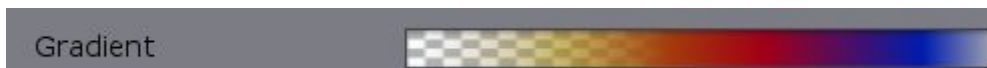


Gradient

Sets the color of each character during the animation.



The color selected continuously along the timeline for all animation types except Sketch type. In Sketch type colors are selected randomly once every animation loop.





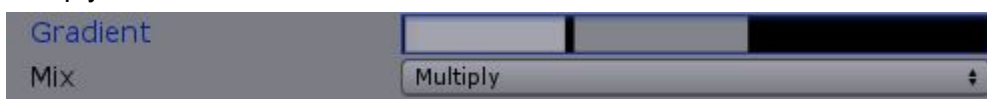
Mix

Color mix mode. Colors of gradient are not just set as is, TextMesh Pro Effect considers colors and gradient that were set by TextMesh Pro component. Colors from TextMesh Pro Effect are mixed with those colors using one of two modes. By default its multiply, but there are cases where you may want to use additive mode for lighting/glow-like effects.

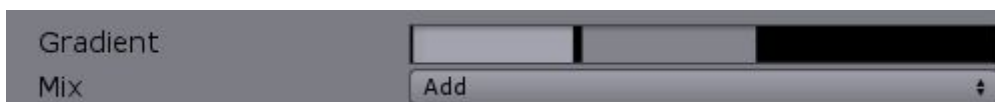
TextMesh Pro Original colors



Multiply



Add





Auto Play

Starts animation on enable event if checked.

Repeat

Repeats effect after completion infinitely if checked.

Have fun!