



**FONT
AWESOME**



Owner's Manual

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Thank You

We would like to thank you for buying DoozyUI as it helps us develop this product even further.

Should you have any suggestions or find any bugs (or solutions) please let us know so that we can improve the system for you and anyone that uses it.

You can get in touch via email at support@doozyentertainment.com

Thanks!

Doozy Entertainment

Social

YouTube Channel: <http://www.youtube.com/c/DoozyEntertainment>

Twitter: <https://twitter.com/doozyplay>

Facebook: <https://www.facebook.com/doozyentertainment>

Solutions – Font Awesome solves the following problems

- When creating a game or an app you always need icons when designing your User Interface. This asset helps you in that regard by providing you with a complete integration of the font 'Font Awesome' inside Unity.
- This editor extension makes it easy to add vector icons and social logos to your games and apps by giving you the tools to use a free pictographic font that can instantly be customized — size, color, transparency.
- One Font, 675 Icons - in a single collection, [Font Awesome](#) is a pictographic language of web-related actions. The font is completely free for commercial use. Check out the [license](#)
- This editor extension 'Font Awesome' is a tool that helps you use the font within Unity. Also, by using a font, instead of images, your game/app build will be smaller.

Quick Setup Guide

1. Import Font Awesome (from @UnityAssetStore)
2. Toolbar -> DoozyUI -> Font Awesome
3. Click any icon button to copy the unicode code to clipboard
4. Paste (Ctrl + V) into any text field the unicode code, making sure the Text or TextMesh component's font is set to Font Awesome
5. Done!

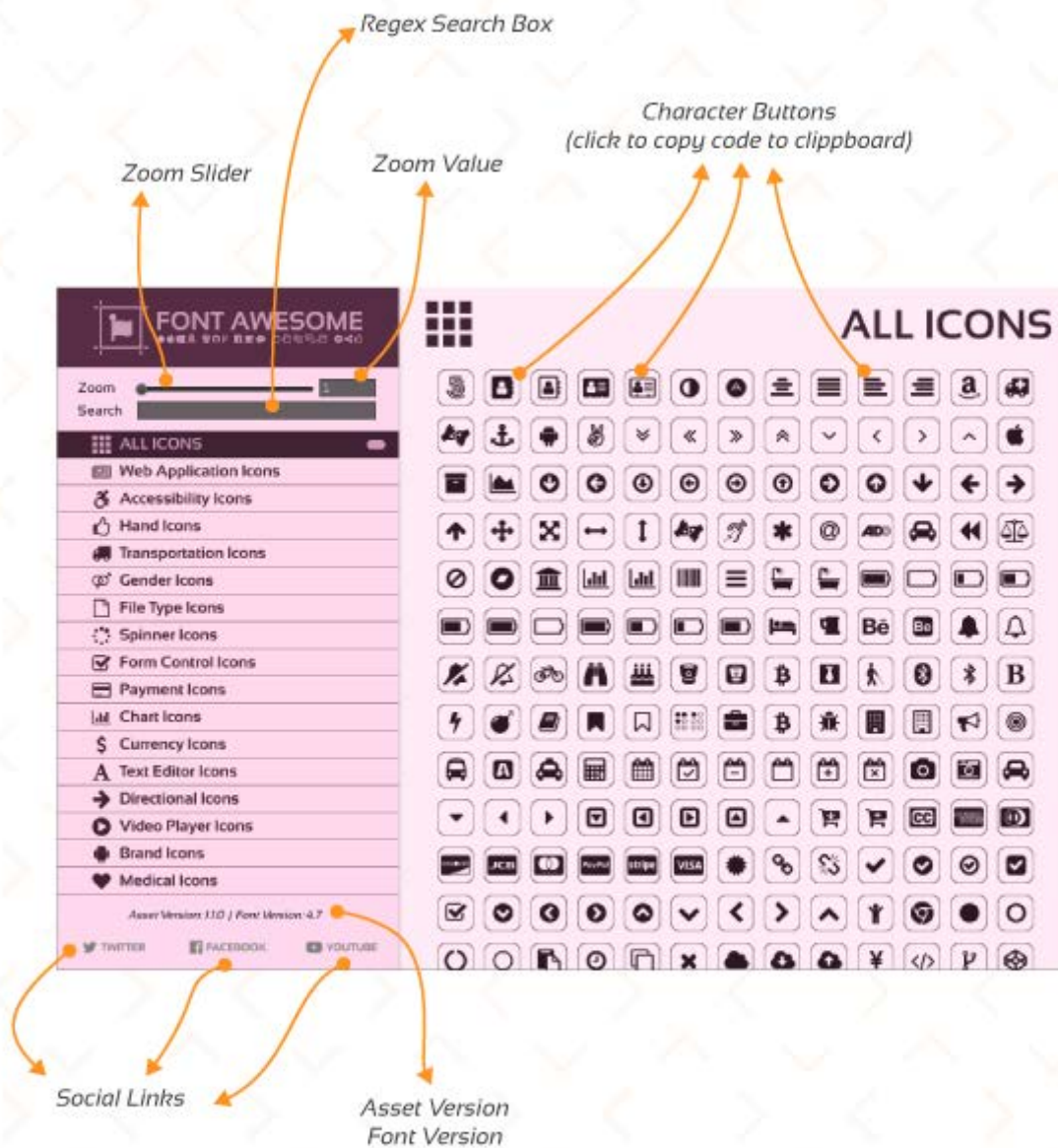
How to use Font Awesome

1. With the Font Awesome Window open, just press any icon and it's unicode code will be added to clipboard.
2. Select any Text or TextMesh component and set it's font to 'Font Awesome'
3. Paste the code in that Text or TextMesh component's text field.
4. Done! 😊

Font Awesome Window

This is the Font Awesome Window. It can be opened from the Toolbar - DoozyUI – Font Awesome. From here you can add to clipboard any icon available in Font Awesome (free edition). The window can be docked and rescaled in any way you want.

To copy an icon, just click it and its unicode code will be added to your clipboard. Then you can paste it (CTRL + V) to any Text component that has its font set to 'Font Awesome'.



How to use Font Awesome in code

If you plan on using Font Awesome inside your code, start by adding the using:

```
using DoozyUI.FontAwesome;
```

How to get the font reference?

```
Font fontAwesome = FA.Font;
```

How to get a symbol to show up in my Text component from code?

- First of all make sure the Text component's font is set to Font Awesome
- Then look at the cheatsheet: <http://fontawesome.io/cheatsheet/> - here you can see the name of the icon you may want.
- Let's pick the fa-address-book.
- To set it to your text component, just get the reference to it and set it's text

```
public Text myTextComponent;  
myTextComponent.text = FA.address_book;
```

- Notice the notation. On the website (cheatsheet) you see *fa-address-book* and we used *FA.address_book*
- Every icon name you see there can be used just like the above example.
- In conclusion
 - o *fa-facebook* would be *FA.facebook*
 - o *fa-share-alt* would be *FA.share_alt*
 - o *fa-skype* would be *FA.skype*
 - o and so on...

How to use Font Awesome with a custom Editor?

- You create a GUIStyle that has it's font attribute set to FA.Font
- It can be a text, a button or anything you may need
- For a better understanding, just look at the code inside [FontAwesomeEditorExampleEditor](#)
- That it's quite easy to use and customize! 😊

Final Words

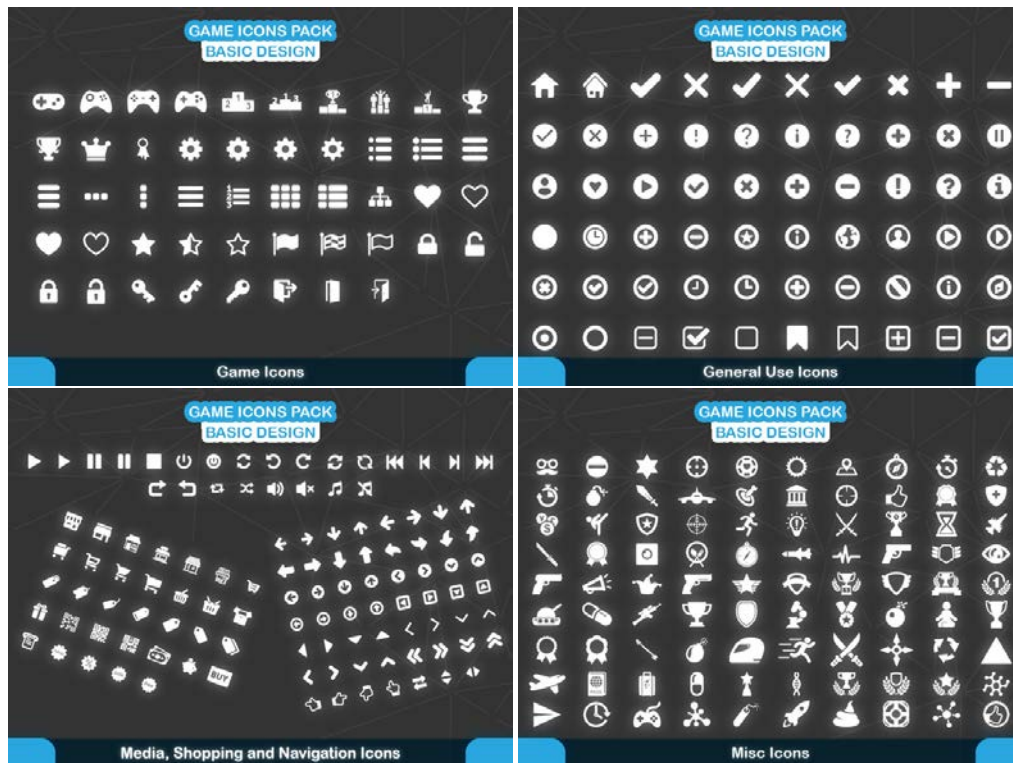
- Support is available by emailing support@doozyentertainment.com
- Make sure you check out our other assets such as:
 - DoozyUI: Complete UI Management System - <http://u3d.as/k82>



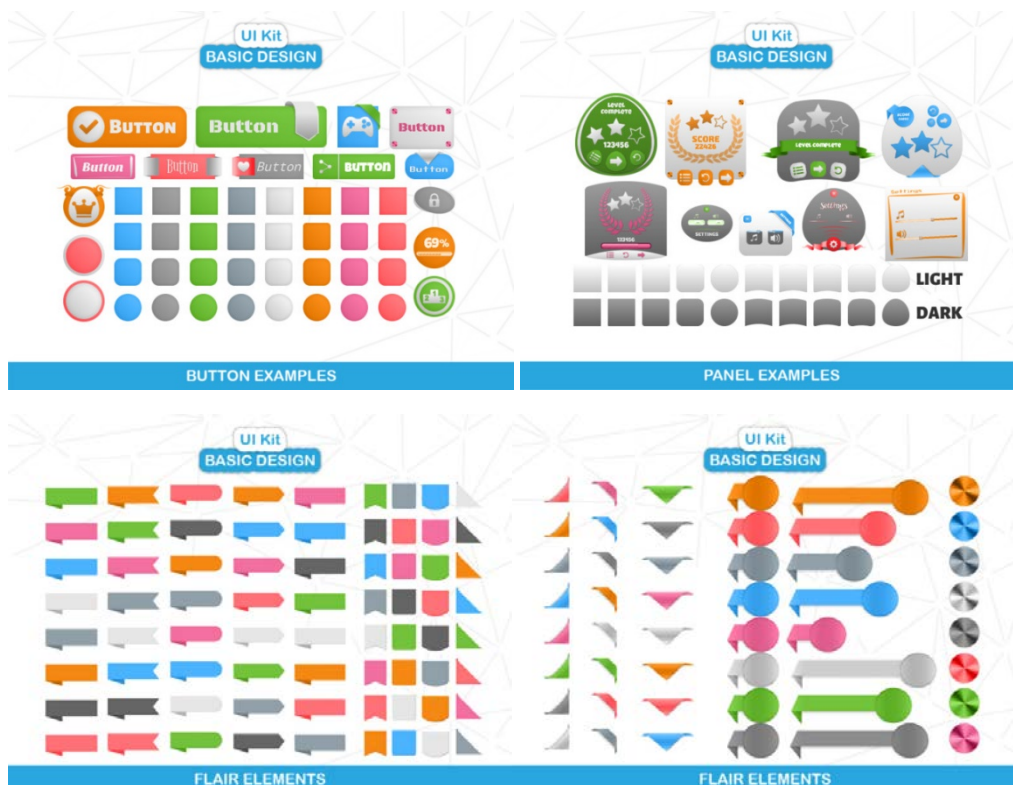
- Playmaker Actions for DOTween by Doozy - <http://u3d.as/kRs>



- Game Icons Pack - Basic Design - <http://u3d.as/crV>



- UI Kit - Basic Design - <http://u3d.as/fyv>



- UI Elements - Collection 1 - <http://u3d.as/g4y>



- UI Elements - Collection 2 - <http://u3d.as/ghU>



- and others - <https://goo.gl/kEADpX>