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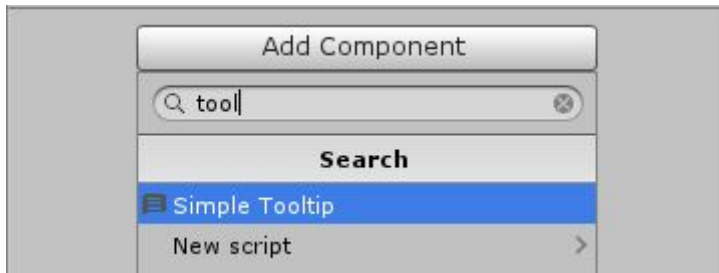
Simple tooltip is a Unity asset that allows you to add a tooltip component to any object. No setup required as long as you have TMPro imported! It's that simple!

Importing TextMesh Pro

If your project does not have TMPro imported yet, please do so by clicking
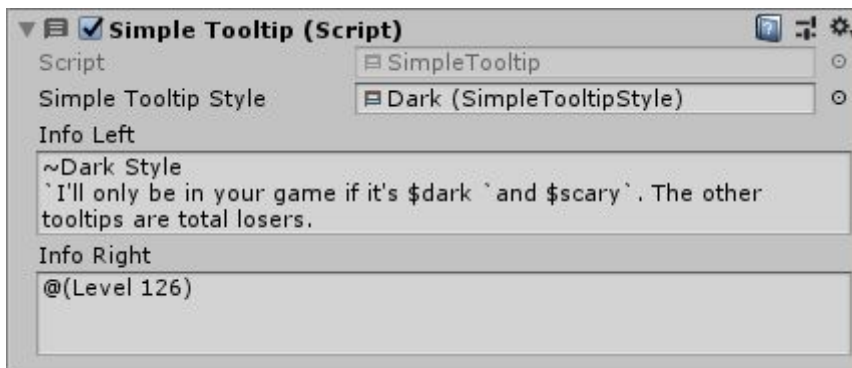*"Window -> TextMesh Pro -> Import TMP Essential Resources"*

Adding Component

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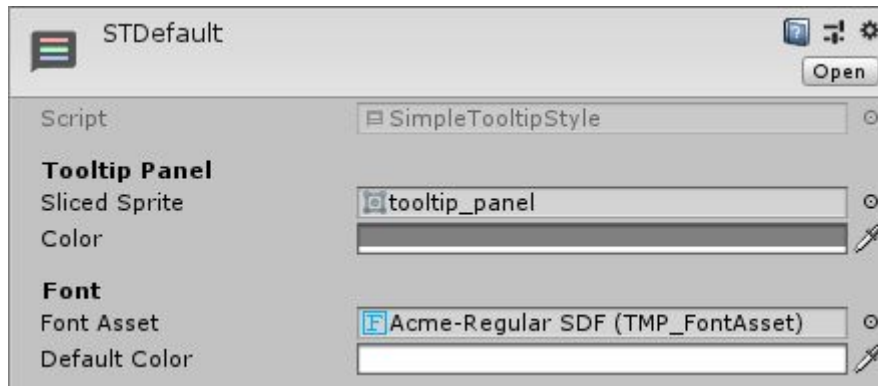- Have any type of Collider attached.

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 *"Demo/Example Tooltips"* scene.
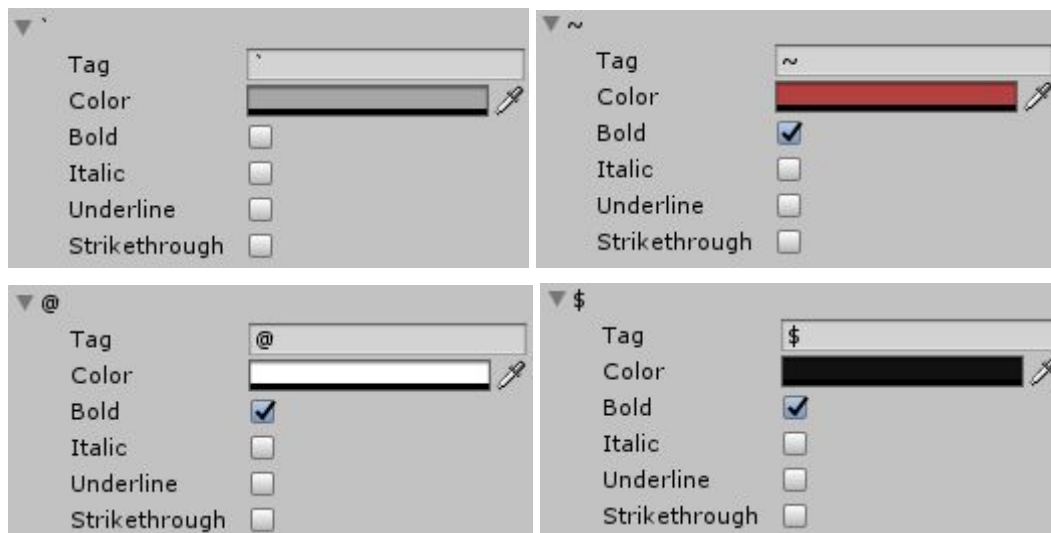
Styles

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.	
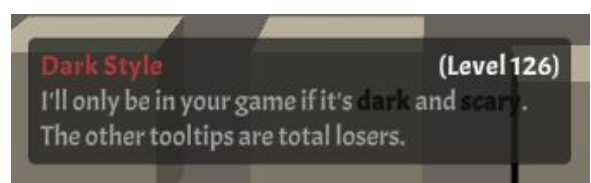
Contact

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 is the console spamming "The character used for Ellipsis is not available in font asset"?
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 *"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 resize the tooltip How do I do that?
A: Open *"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: Why do I see the tooltip in the top-right corner in the editor?
A: Don't worry! It doesn't do any harm. For performance reasons, Simple Tooltip uses 1 game object to display all the tooltips. This slightly reduces RAM usage and lowers your GameObject count. The main idea for Simple Tooltip is to allow thousands of tooltips being added into a scene without adding any extra game objects. I have experimented with disabling/enabling the tooltip game object or its renderers. However, it significantly increased the amount of frames it took the tooltip to update and resize.

Q: I typed in my text, but completely random gibberish appeared like "<color=<" etc.
A: In your custom style, **DO NOT** use these symbols `</=#>` alone as tags or any common symbols or phrases that you might type in text. Also remember that Text Mesh Pro has its own tags which you can find here: http://digitalnativestudios.com/textmeshpro/docs/rich-text/
I recommend setting up your own tags you're comfortable with, like `##` for bold, `$$` for italic, `__` for underline, etc. I personally use `` ` ~ @ $ ^ * `` as I don't intend to use these symbols in my tooltips nor are they used by TMPro.

If you have any problems or have any questions, feel free to contact me or leave a review so I can fix some bugs or perhaps make minor improvements. However this asset will remain free, simple and minimal as it's intended to be.