

Thank you for downloading Speech Bubble!

If you have any questions about this asset, then feel free to reach out through email:
dreamnoms@gmail.com

Getting started:

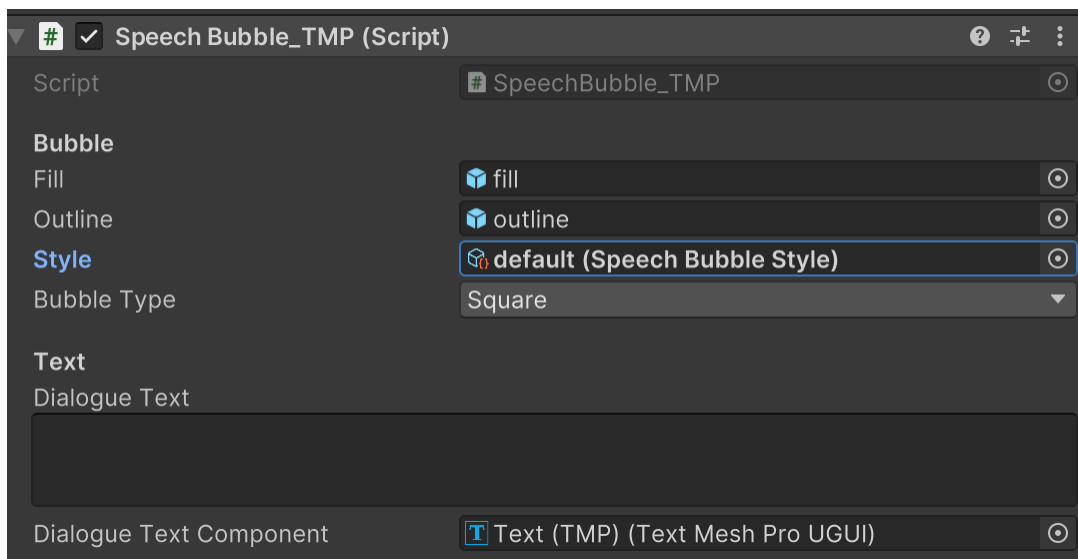
Inside the Prefabs folder there are two different prefabs for the Speech Bubble. One is compatible with Unity's old Legacy Text system and the other is compatible with Text Mesh Pro (aka TMP).

Drag your desired prefab onto a **Canvas** object in your scene. If you do not drag it directly onto a canvas, then the script may throw a bunch of errors.

Once the speech bubble is in your scene, you can change the size and position of it by modifying the speechBubble (TMP) or speechBubble (Legacy) Rect Transform. All the speech bubble's children will automatically be scaled to match the size you set for that root object. Additionally, you can also change the Left, Right, Top, and Bottom anchors of the Text object to apply different margins to the dialogue text.

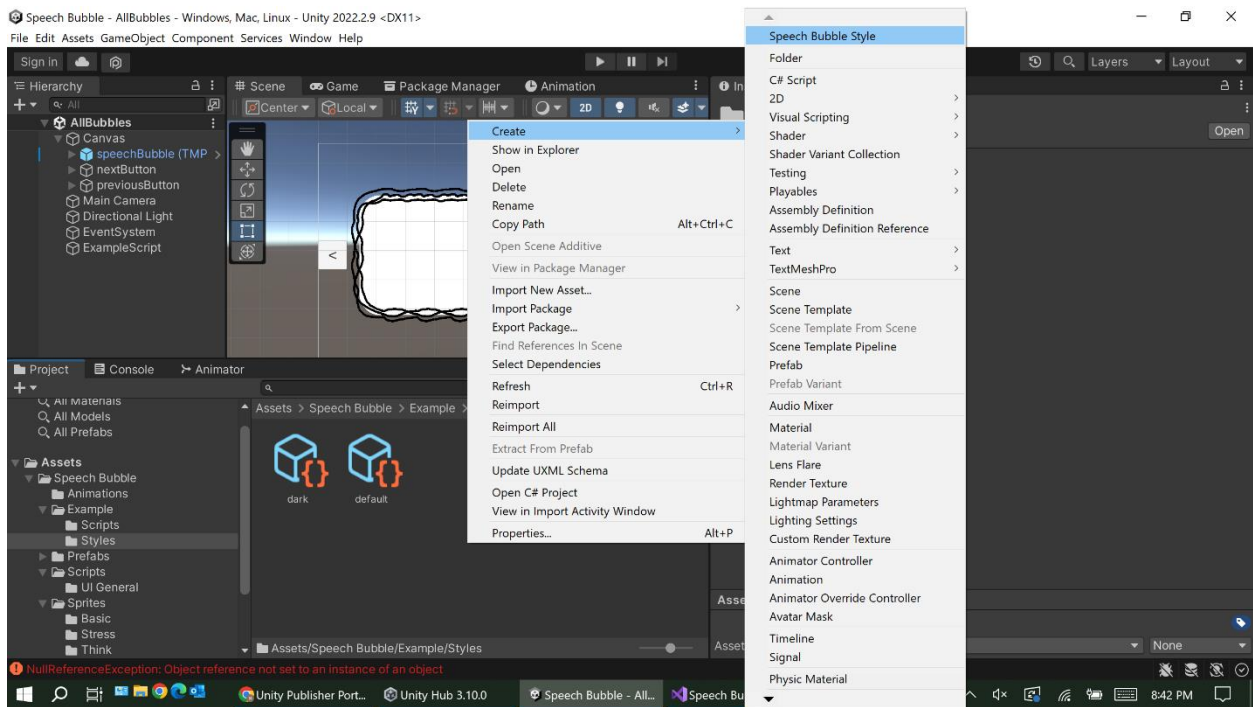
Customization

The script attached to the speechBubble allows a bit of customization. The main variables you can edit are the Style, Bubble Type, and Dialogue Text.

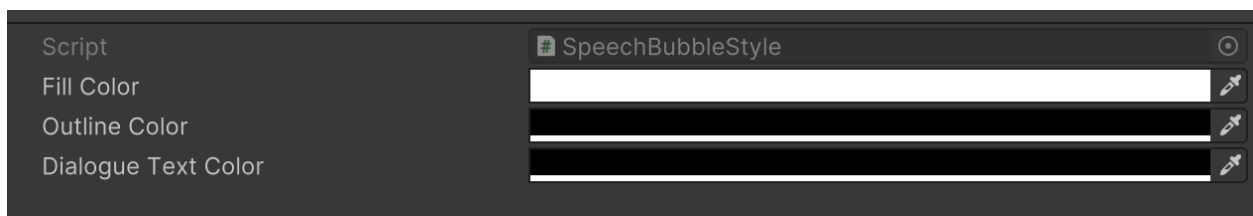


Style

The Style parameter determines the overall colors of the Speech Bubble. You can edit the existing Default style, or you can create a new Speech Bubble Style. To create a new Speech Bubble Style, right click in your Project window and choose Create> Speech Bubble Style:



This will create a new Scriptable Object that will allow you to choose different colors for the speech bubble:

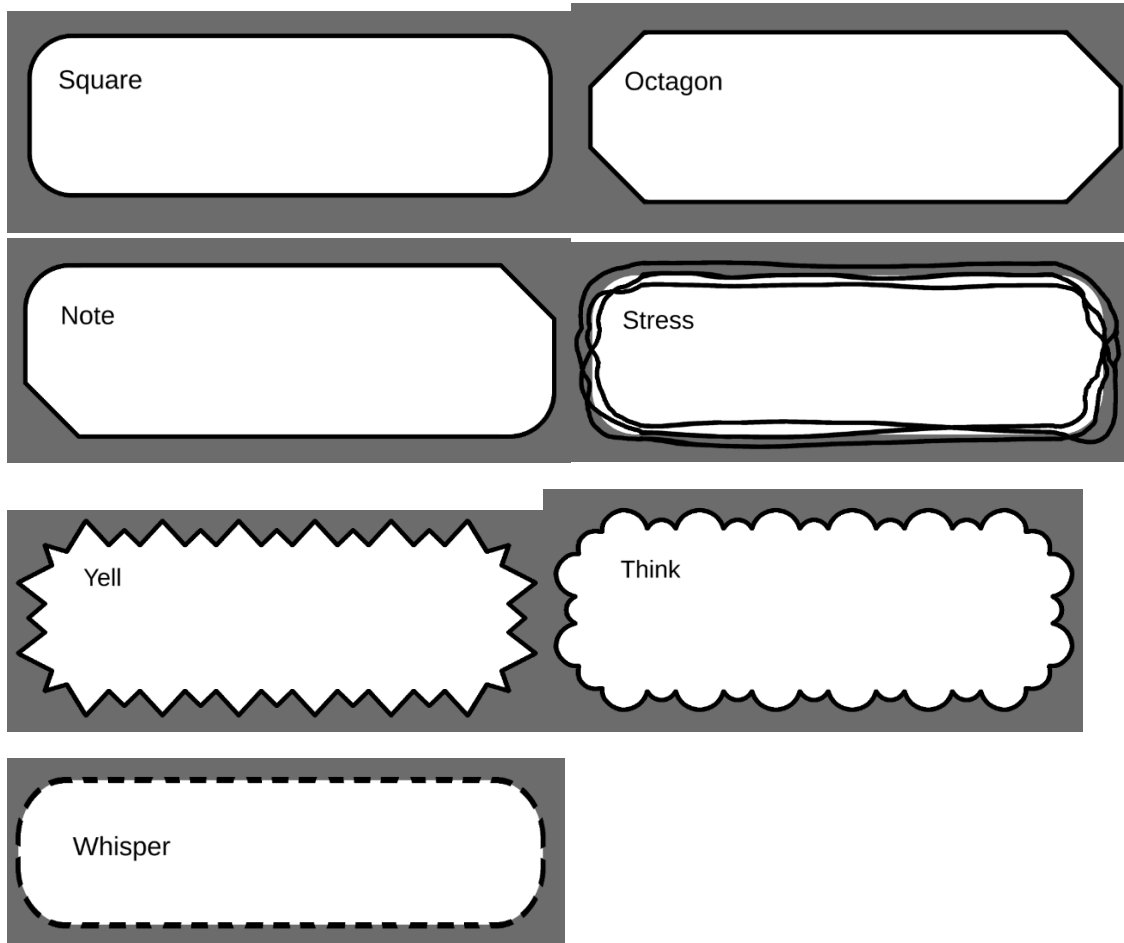


This scriptable object can then be used as the Style field of the Speech Bubble by dragging it to the “Style” parameter. Speech Bubble styles are useful for creating defined color palettes for different scenarios. Perhaps each character has its own unique text box colors.

Note: The colors of the speech bubble do not automatically update in the editor when the Speech Style object is modified. Press the “Apply Changes” button on the Speech Bubble script to see the updated colors.

Bubble Type

The Bubble Type determines the emotion and style of the textbox. This version comes with 7 different types:



Dialogue Text

The Dialogue Text determines the starting dialogue text for the box. You can type in some text or leave it up to the script to set the dialogue text.

Scripting Reference

The SpeechBubbleExample script (located in the Example folder) contains examples of all the main functions that you can call. But here are the functions listed for convenience.

In order to access the SpeechBubble functions in your script you will need to use the SpeechBubble namespace. At the top of your script type using SpeechBubble:

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using SpeechBubble;
```

Public Functions

setDialogueText(string)

setBubbleType(SpeechBubbleType)

setStyle(SpeechBubbleStyle)

setFillColor(Color)

setOutlineColor(Color)

setDialogueTextColor(Color)

revertStyle()