

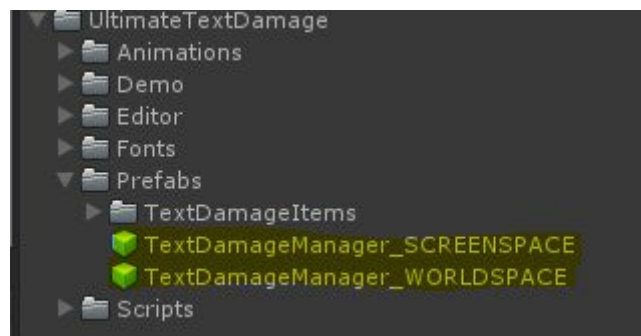
## Ultimate Text Damage

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Thank you for purchasing Ultimate Text Damage. uTextDamage uses a pool system for all the floating text, each different text is a prefab that needs to be assign on the TextDamageManager.

Here's a quick start guide on how to set it up.

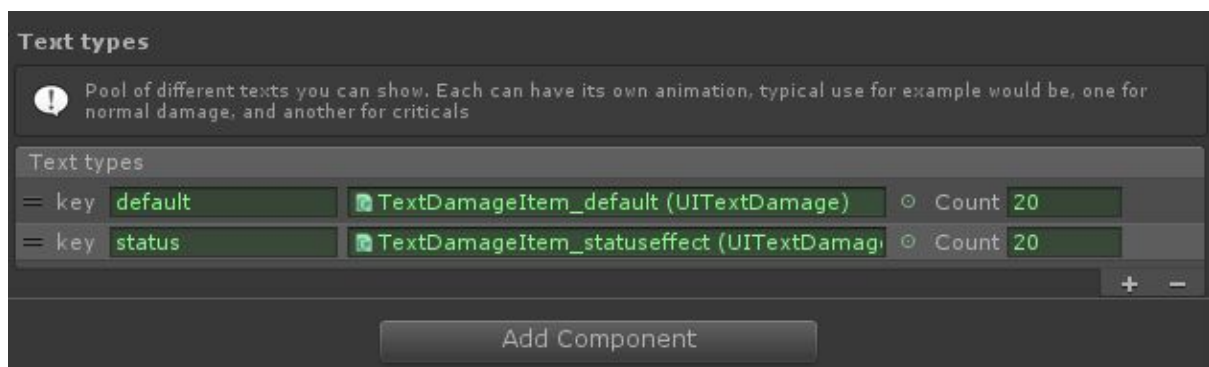
1. **Drag and drop** on the scene the **TextDamageManager** (world or screen space). Note that you can have multiple managers in the scene.



2. **Set up the Camera and Canvas references.** the Camera reference will be used only when the canvas is in World space or Screen space (overlay).

3. **Add the UTextDamage items** that will be used in the list. You can add as many items as you want, just be sure **NOT to duplicate any key**. Each item can have its new visuals and animation (see the section below on how to customize UTextDamage items).

By default the number of instances of the pool for every item is 20, you can change this to any number. just to note that if the pool runs out of available items a new item will be instantiated.

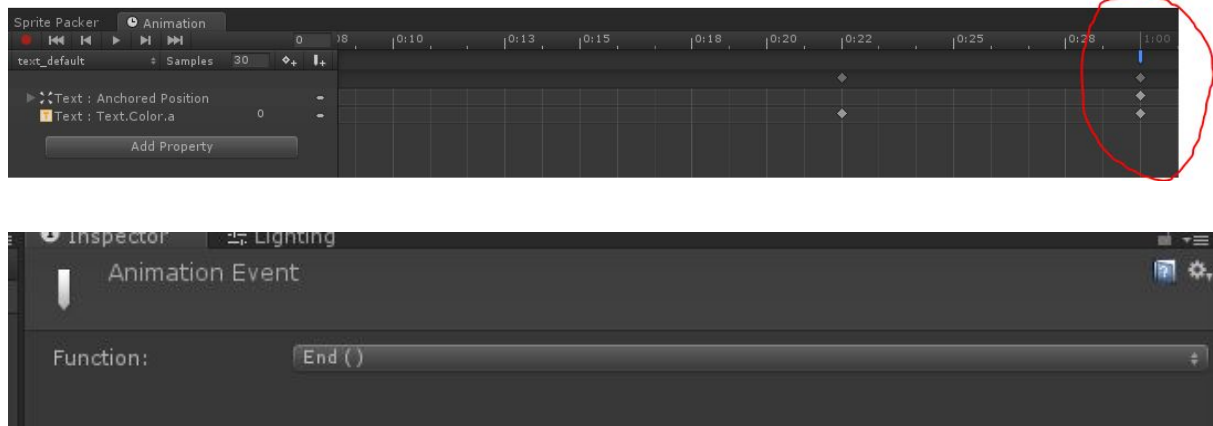


4. **Call the method** from an instance of UltimateTextDamageManager.Add with the **text**, a **transform** that will act as where will it show and the **key** to use. For example:

```
textManagerInstance.Add( damage , transform , "critical" );
```

## Customizing items

You can customize **UITextDamage** items to change its visuals or the animation. Simply change the Text or TextMeshProUGUI component. You can create new animations and animation controllers and assign them to the new item, just make sure the animation has an AnimationEvent at the end that calls the **End()** method. This will allow the manager to know that the item can be used again.



If you have any technical issues or suggestions feel free to mail them at [guirimarcunity@gmail.com](mailto:guirimarcunity@gmail.com)