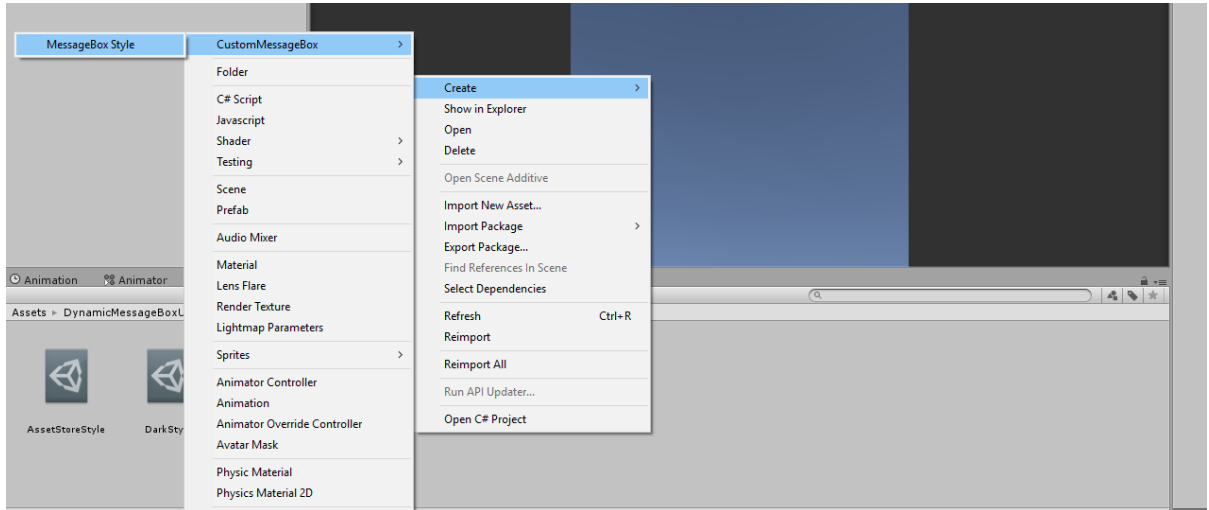Custom Message Boxes By Dalton Kirk

Step 1 - Create a style

- In the Unity Assets window, right click then navigate to Create > CustomMessageBox > MessageBox Style

- Select the newly created object in the asset window.

- Open the inspector and tweak the values to create your style.

Step 2 - Use one line of code to create Message Boxes!

- Make sure to add [using CustomMessageBoxes;] at the very top of your C# Script
  if you are using Javascript then type [import CustomMessageBoxes;]
  without the brackets []

- Then call MessageBoxCreator.CreateMessageBox(style)

- In the brackets where it says 'style', you will need to pass in a variable of the type 'MessageStyle'

- The variable value should be set to the object you created in step 1.

Additional Notes.

Look at the example scripts and scenes to see examples of use.

The Preview button in the StyleTester Example scene does not create the message boxes the right size at the moment