**Subtitling in Unity**

1. Open the script that activates your audio clip and, under void Update, add “StartCoroutine(subtitles());” to the end of the if statement that activates the audio.
2. Outside of void Update, type:  
   “IEnumerator subtitles()  
   {  
     
   }”
3. Between the curly brackets, type:  
   “yield return new WaitForSeconds(f);  
   Debug.Log("");”
4. Before the f in “(f)”, Add how long you wish it to take for your first line of subtitles to appear from the moment the audio clip is activated. For example, for the subtitles to activate after 3.2 seconds, you would type “(3.2f)”.
5. Between the quotations on the second line, type out your first line of text.
6. Repeat these two lines of code for the next line of your subtitles, changing the amount of time needed to wait before displaying it, and the text to be displayed.
7. Run this in the Unity scene and check the “Console” to make sure the text is loading in.
8. If successful, return to the script and replace “Debug.Log” with “subs.text = “ and remove the brackets.
9. Add a public “TMP\_Text” variable and call it “subs”.
10. Repeat the code inside the IEnumerator as many times as there are lines of text to be displayed and, like before, change the amount of time needed to wait before displaying each line of text, and the text to be displayed.
11. Right click in the hierarchy and add a UI Canvas, then right click on the UI Canvas and add a UI Text (TMP).
12. Drag the UI Text (TMP) from the hierarchy into the “Subs” box under the script component under the main camera’s Inspector.
13. Select the Text (TMP) and change its size, alignment, and other details as necessary from the Inspector. Also delete any default text in the text box.
14. Finally, to make the subtitles switch off during long pauses within the speech, add in additional lines to the IEnumarator with blank text like so:  
    “yield return new WaitForSeconds(1.8f);

subs.text = "";”