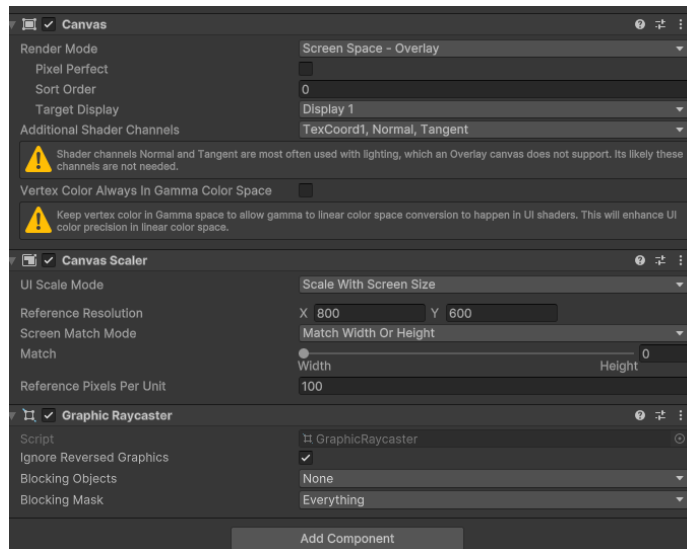


To display simple text tooltip:

1. Make sure that you have 1 “Tooltips prefab”(in core folder) on your scene
2. Make sure that canvas that you are going to be using has a graphics raycaster
3. Under that canvas create object that has image component on it

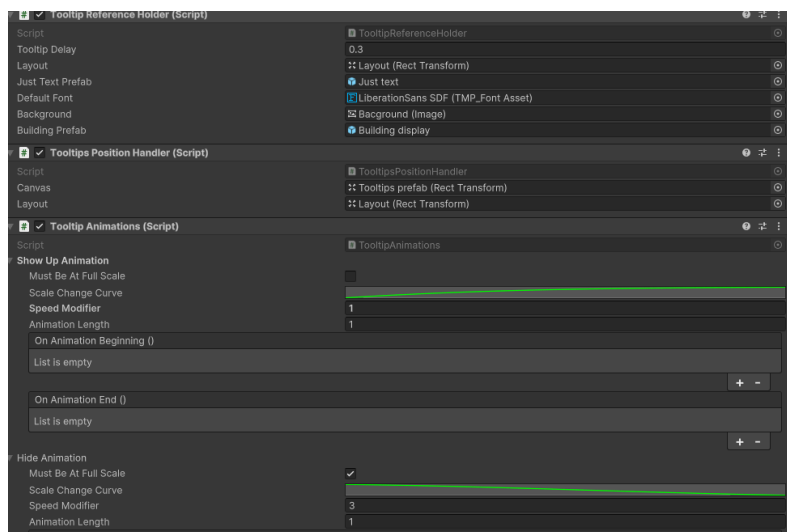
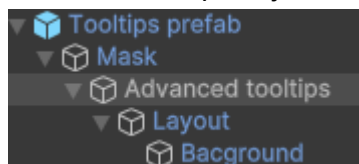


4. Add to that “Just display text” component
5. Done, now go to play mode and test it!

How to change settings

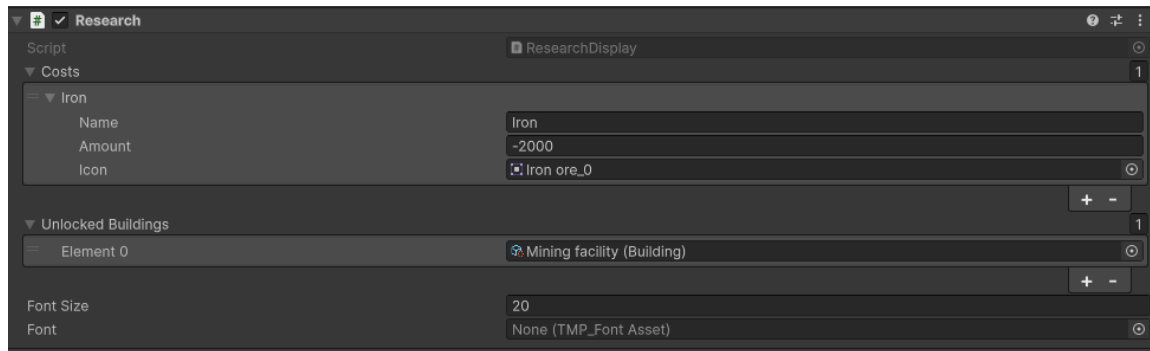
animations, delays, default font, references to prefabs etc.:

advanced tooltips object



tooltip font size, font type, icon etc.:

inside specific pointer handler scripts



Explanation of main scripts:

JustDisplayTextPointerHandler:

```
0 references
public class JustDisplayText : MonoBehaviour, IPointerEnterHandler, IPointerExitHandler
{
    1 reference
    [SerializeField] private Sprite icon;
    1 reference
    [SerializeField] private Color colorOfIcon = Color.white;
    1 reference
    [SerializeField] private Color colorOfTheText = Color.white;

    1 reference
    [SerializeField] private string text = "Test";
    1 reference
    [SerializeField] private float fontSize = 20;
    1 reference
    [Tooltip(tooltip: "if empty will be using default font"), SerializeField] private TMP_FontAsset font;

    0 references
    public void OnPointerEnter(PointerEventData eventData)
    {
        TooltipsStatic.ShowNew();

        TooltipsStatic.JustText(icon, colorOfIcon, text, colorOfTheText, customLayout: /* use default one */ null, font, fontSize);
    }

    0 references
    public void OnPointerExit(PointerEventData eventData)
    {
        TooltipsStatic.HideUI();
    }
}
```

Handles displaying simple text tooltip

uses [On pointer enter](#) to call TooltipsStatic - read Tooltips static

all scripts for displaying other contents like buildings work in the same way

Tooltips Static:

Core script that has functions that are called from scripts like [Just Display text](#) to configure ui as requested by other scripts

- ShowNew -> you have to call it every time you want to show new tooltip and clear last one
- Just Text -> As name suggests you use it to instantiate and configure simple text with icon other functions like DisplayMaterial work similar to it

TooltipsInstantiateHandler:

Script used by Tooltips Static to instantiate needed prefabs

if you want to use your custom prefabs they should be instantiated by this script

JustTextHandler:

Content handler that is on just text prefab and has reference to needed ui so it can be modified by other scripts

other content handlers work just the same

How to create custom Tooltips:

Look at examples and scripts that I've attached and use them as a base

Creating custom pointer handler script:

- Use [JustDisplayTextPointerHandler](#) as a base for your new script
- Remember to use TooltipsStatic.ShowNew() **At the beginning of your script!**
- You can use TooltipsStatic.JustText() for 90% of tooltips, just modify settings

Creating custom content type handler script:

- Use [JustTextHandler](#) as a base for your new script

You can contact me thru LeaveMyAlpacaAlone@outlook.com