

MyNotifications Documentation

How to make it work?

Start off with a fresh new scene, create a new empty game object and name it for instance “NotificationManager” go ahead drag&drop MyNotifications script onto it. Click on the game object and see properties for MyNotifications, you can set your own image to be displayed withing the notification, text edit options, start position is the position where your notification will begin, end position is where your notification come towards to and be displayed, size is the displayed size of your notification bar.

Our sound is a AudioSource with a sound attatched to it which plays the notification sound.

How to call notifications?

Simply type:

```
MyNotifications.CallNotification("text you wish to display", duration time(float));
```