# Modular 3D Text

Offline documentation

## Important Note

*It is highly recommended to use the* [Online documentation](#).
*Click on the small question mark to open the link for the script reference of that component.*
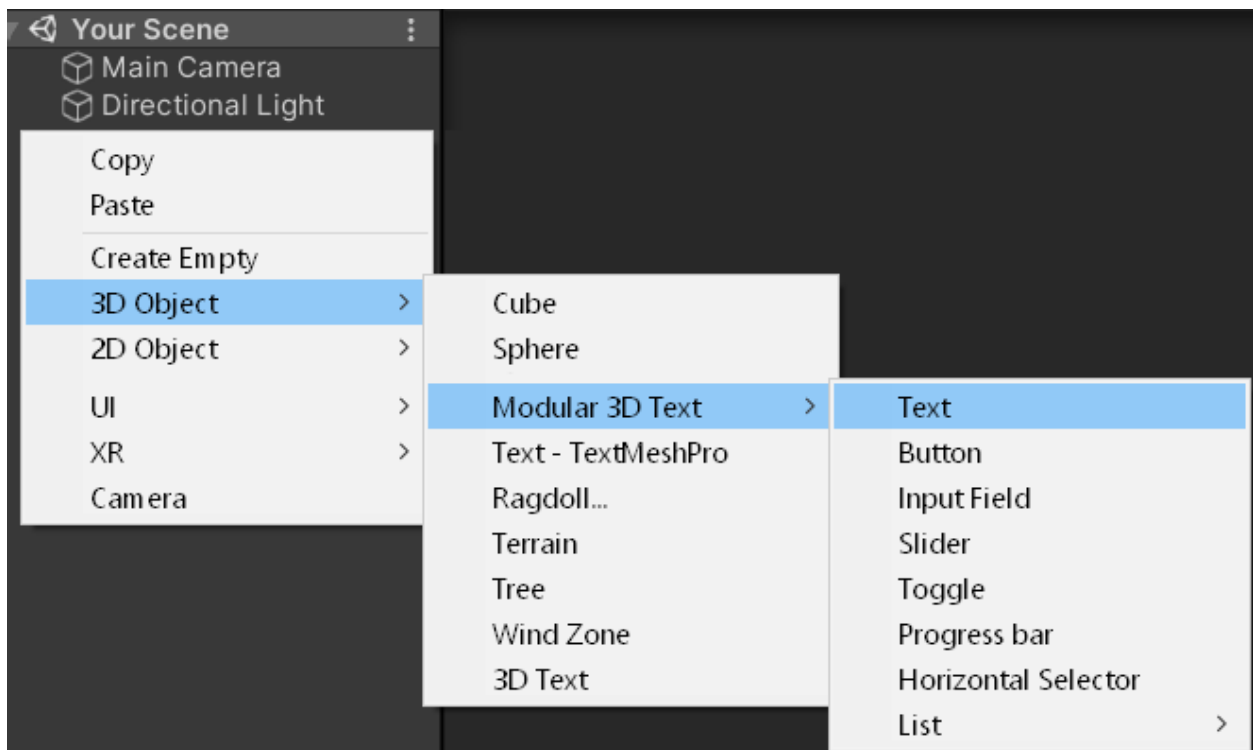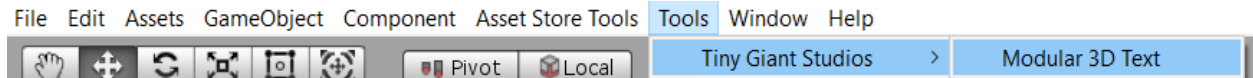


## Introduction

This section was designed to introduce the basic features of the asset.

### How to create

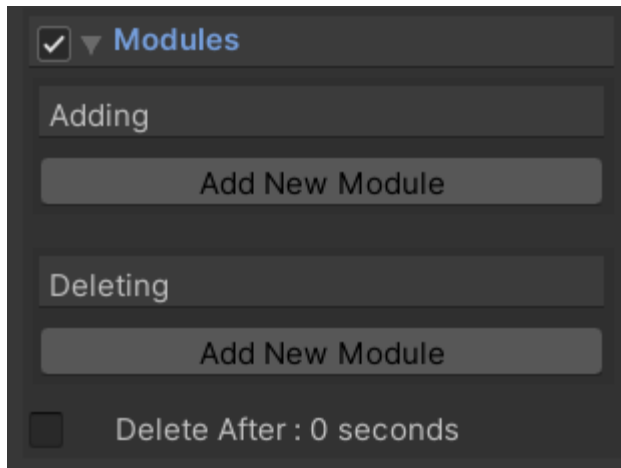Right click in scene hierarchy, 3D Objects > Modular 3D Text > Anything

## Asset window



## Modules

Modules work in play-mode/build



The "Adding Module" gets called when a new character is added and the "Deleting Module" is called when a character is deleted/replaced.

## Layout Group

The abstract class layout group, power both the text and list for putting things in order. They can be used alone for organizing other things like a row of buildings etc.