Modular 3D Text

Offline Documentation

How to create elements

Right-click in your scene Hierarchy and create the elements you want.
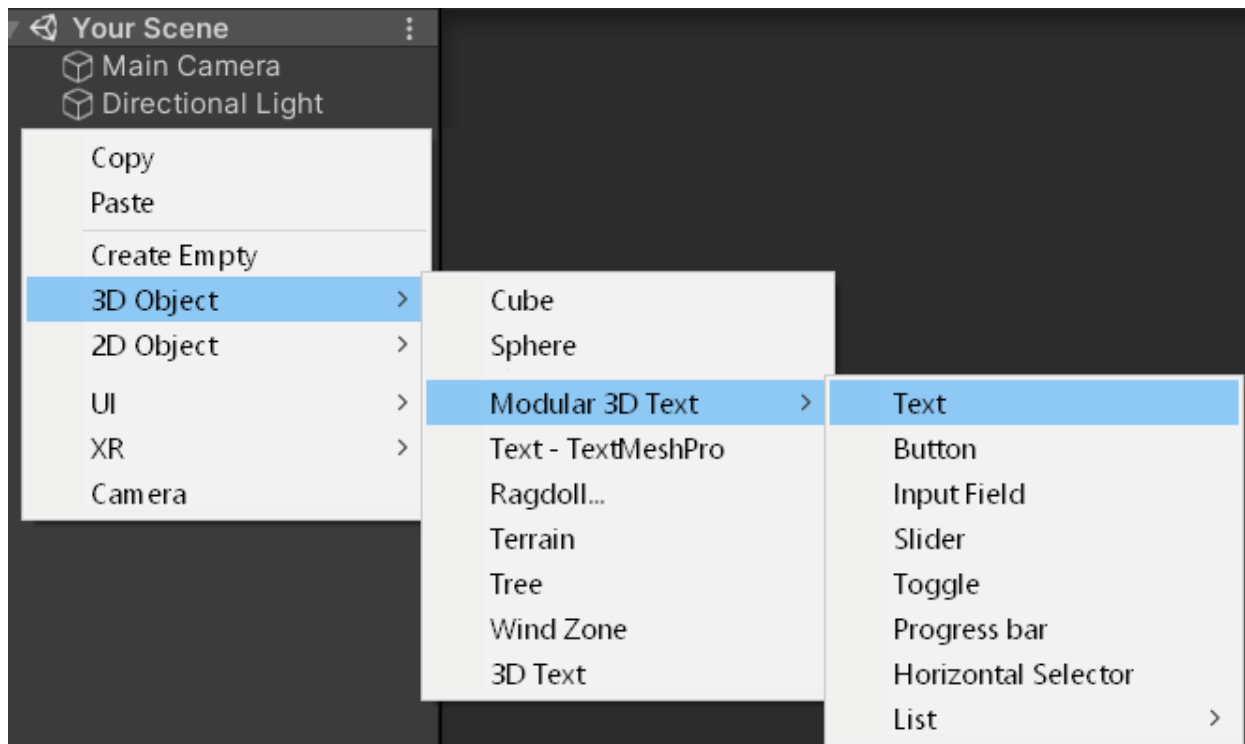
Namespace

Remember to add namespace at the top of the script when referencing stuff in the asset in script.
Example: using TinyGiantStudio.Text;
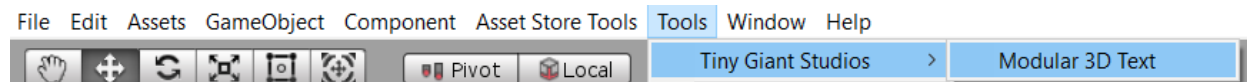
For Modules use
     TinyGiantStudio.Modules
For Grid/Circular/Linear layout script

TinyGiantStudio.Layout
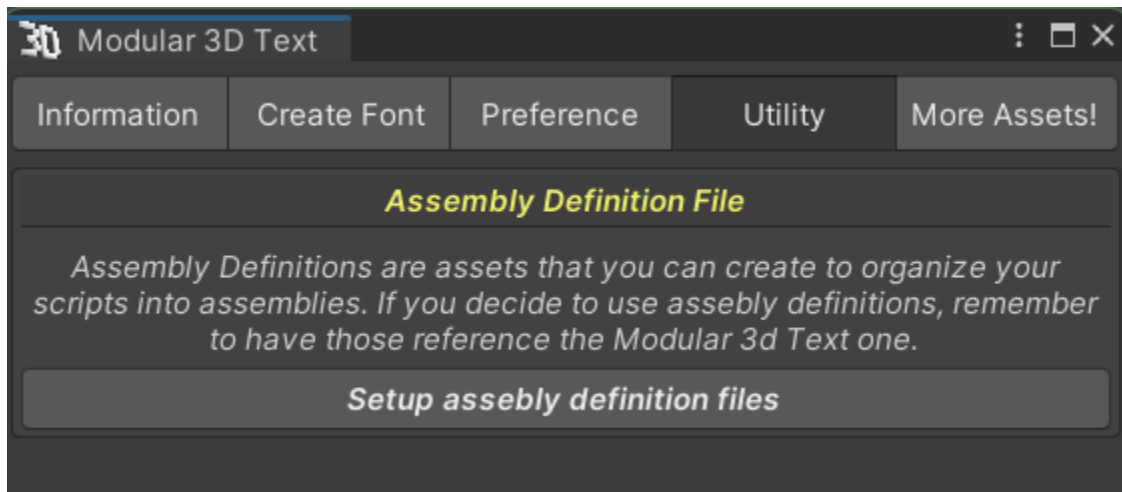For everything else
TinyGiantStudio.Text

Asset Window

Contains font creation and some other useful tools/resources.

Assembly Definition File

Open the asset window. Go to the Utility tab and click the setup assembly definition file.

Scripting Define Symbol:

MODULAR_3D_TEXT