Circular Text Warp

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This component works by editing character meshes of a TextMesh Pro component to form circular text.

It supports most tags and properties exposed by **TextMeshProUGUI.**

Underline and strikethrough are not supported.

Tested to work with TextMesh Pro v1.2.4 and 1.3.0.

Setting up

To use this component perform the following steps:
1. Import the **TextMesh Pro** package from **Window > Package Manager** or try to create a **TextMesh Pro** object and Unity will prompt you to import it.
2. Attach the **CircularTextWarp** script to an empty game object, or an object that already has a **TextMeshProUGUI** component attached.
3. Set vertical text alignment to **Baseline.** Other alignments are supported but are affected by the rect transform height.

Using

There are only three properties exposed by **CircularTextWarp**:
- **Facing Inside:** Determines if the text should point towards the inside or outside of the circle.
- **Rotation Offset:** Offsets the starting point of the circle, which is down by default. Horizontal text alignment affects the actual starting point of the text.
- **Radius:** The target radius of the circular text. Vertical alignment affects the actual radius.

Setting any of these properties to a different value will trigger a re-warping of the text. All other text properties all still controlled by the **TextMeshProUGUI** script.

Animating

If you want to animate rotation it is advised, for performance reasons, that you animate the rect transform instead of the **RotationOffset** property since it will trigger re-warping of the text on each frame.

FAQ

Q: Characters are not placed on the radius line, how can I fix this?

A: Set the vertical alignment property of the **TextMesh Pro** component to **Baseline.**
A: Adjust the height of the text rect transform.

Q: I made some changes to my text object but the warp didn't update?
A: You can manually trigger a re-warp by calling **SetNeedsUpdate** on the **CircularTextWarp** component.

Q: Font auto sizing is not working correctly.
A: You need to adjust the height of the rect transform or the vertical margins. Temporarily disabling **CircularTextWarp** will help reveal the issue.

Q: Why can't I change the horizontal margins?
A: For ease of layout, **CircularTextWarp** changes the horizontal margins instead of the rect transform. If you need the margins you can edit the script to set the rect transform width to the full circle arc length. Take a look in **CircularTextWarp.cs** for more info.

Q: My IDE is complaining that **CircularTextWarp** could not be found in my script.
A: Make sure that you are using the correct namespace, either by adding `using Pixelome;` at top of the file, or by referring to the class by the full name (for example *Pixelome. CircularTextWarp).*

Q: I found a bug, what should I do?
A: Please provide as much information as possible, and the steps to reproduce the bug, to the email provided at the start of this document.

Q: What is the license for this product?
A: It is provided under the standard **Unity Asset Store EULA**