

How to use the spatial speech bubble prefab.

To use it, just drag and drop the **SpeechBubble** prefab where you want it. Once you have it where you want it, set the variables to whatever you need.

To use it in 2D: remove the **BillboardRotation.cs** script, and rotate the SpeechBubble towards the camera.

Scripts:

BillboardRotation.cs

- TargetToLook: This is where the object will be facing towards. **This should be the camera** so it simulates a billboard (always facing camera behavior).

SpeechBubbleShowPerDistance.cs

- Target: The position used to compare with the distances.
- Origin: It's from where the radius is generated to see if **Target** is inside or not.
- AppearOnDistance: The speech bubble will appear when the distance between the target and the origin is lesser than this value.
- DisappearOnDistance: The speech bubble will disappear when the distance between the target and the origin is greater than this value.
- X/Y Enter/Exit size scale: This is a graph representing the size of the speech bubble in the marked times.

TextWriter.cs

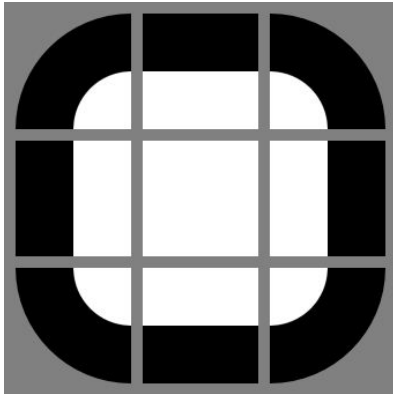
- Target: The position used to compare with the distances.
- Origin: It's from where the radius is generated to see if **Target** is inside or not.
- Activate On Distance: The text will be shown when the distance between the target and the origin is lesser than this value.
- Clear On Distance: The text will be instantly cleared when the distance between the target and the origin is greater than this value.
- Time Between Letters: The time that takes to write a character.
- Text: The text that will appear.
- Target Text Mesh: A reference to the TextMesh component from where the text will be edited.

SpeechBubbleSize.cs

- Text Mesh: A reference to the TextMesh component where the text width and height sizes will be read from.
- Font: Sets the font you want the SpeechBubble to use.
- Text Offset: Indicates the offset between the speech bubble and the text. **It's used to avoid Z-Fighting.**
- Dialog Box Offset: You can use this property to separate the SpeechBubble from its default position.
- Min Dialog Box Size: Use this property if you want the SpeechBubble to have a minimal width or height.

Adding a customized spatial speech bubble skin.

The spatial speech bubble uses 9 images.

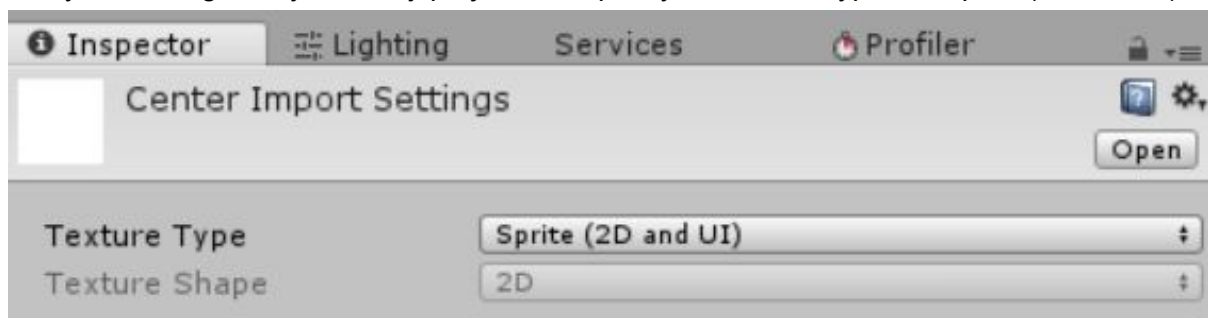


(Corners: Up Left, Up Right, Down Left, Down Right)

(Sides: Up, Down, Left, Right)

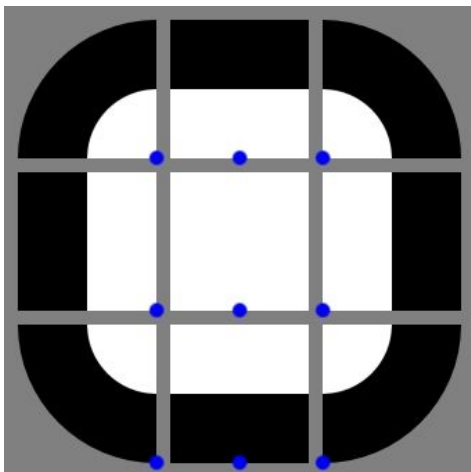
(Center)

Add your 9 images to your Unity project and specify the texture type as “Sprite (2D and UI)”.



After that, you have to change the pivot of your sprites.

The blue points in the next reference represent where the pivots have to be.

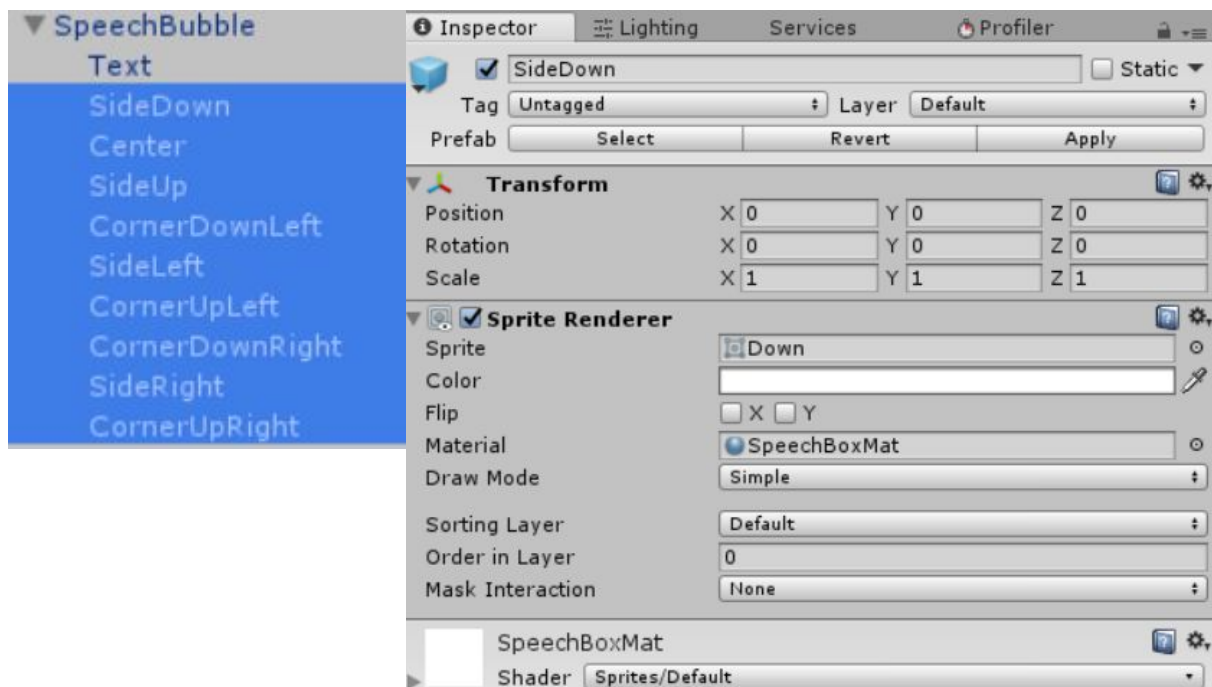


“Corner Up Left”, “Side Left”, “Corner Down Left”: pivot in bottom right.

“Side Down”, “Center”, “Side Up”: pivot in bottom middle.

“Corner Up Right”, “Side Right”, “Corner Down Right”: pivot in bottom left.

Then, Change the sprites in the SpeechBubble gameobject childs.



And that's all, your customized speech bubble is ready!

Demo scenes.

3D: Move the camera forward, or, move it to the speech bubble.

2D: Move the camera to the right, or, move it to Reference point.

Contact and support:

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