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USER GUIDE

Release 1.0.54
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Overview

This User Guide was designed to provide TextMesh Pro users with a basic overview of the features and functionality of the tool.

Installation

Once you have downloaded TextMesh Pro from Unity's Asset Store, go to: "A   ->I
  ->C   ...". In the Import Asset window, find and select the TextMeshPro. unitypackage file. After the "Importing package" window appears in Unity, verify that all items to import are selected and then click the Import button in the bottom right of the window.

Quick Start

There are two TextMesh Pro components available. To add a new TextMesh Pro text object which works with the Mesh Renderer, go to: "   j   ->3D   j   ->
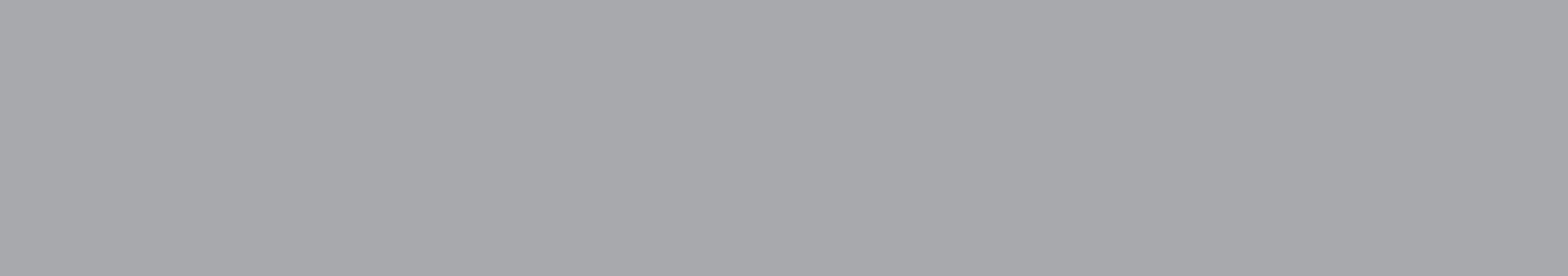
- Controls how shiny the surface of the characters appears when using the Surface shaders.

The lighting settings controls the appearance of the bevel, bump and environmental mapping.

A   - Controls the angle of the light.

🖈 C   - Determines the color of the specular highlights.

🖈   - Controls the strength of the specular highlights.

C allows you to define a range that represents which characters to be included. To define a range the includes the ASCII set + Latin supplemental characters, a user would enter

Glyph Info contains specific information about each character in the font.

A C II & C