

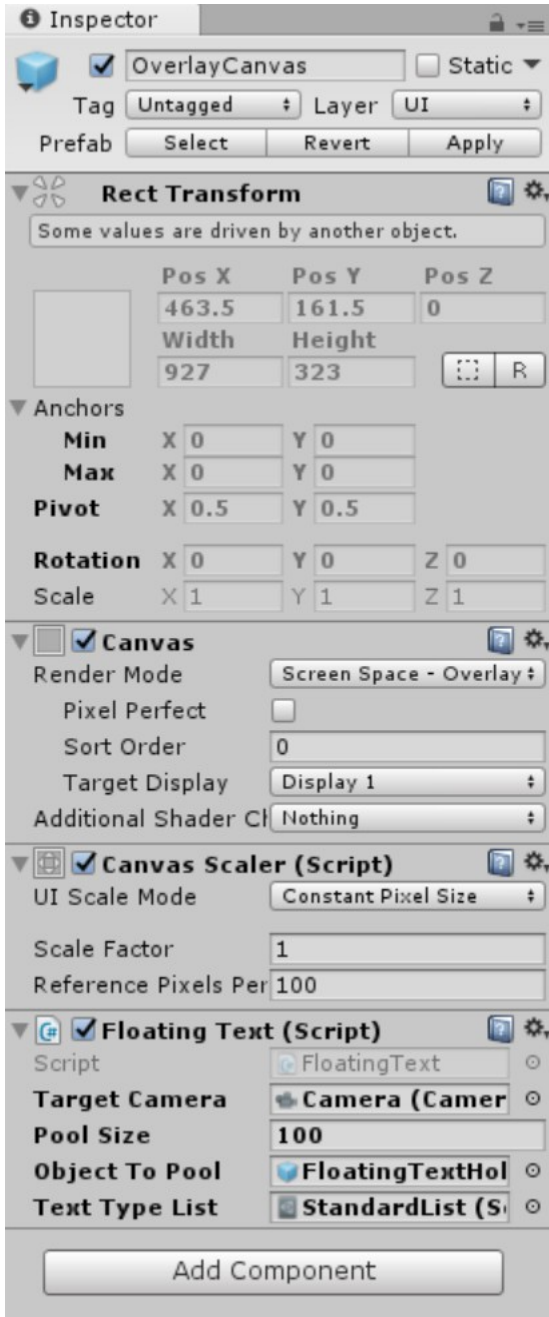
[SCT] SCRIPTABLE TEXT

HOW TO

Hi there, thanks for purchase this Asset. I will give my best to explain you how to use [SCT]Scriptable Text. But at least it is up to you how you use this Asset.

Let's start.

Drag n Drop the *OverlayCanvas* from the Prefab Folder in to the Hierarchy.



Render Mode: Screen Space – Overlay

and

Floating Text Component are Important.

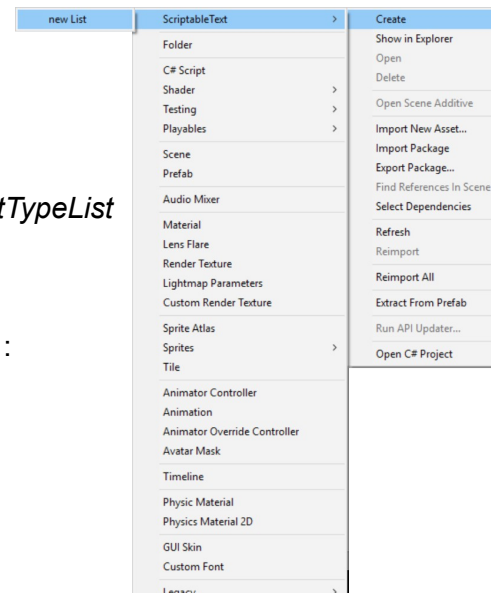
Put your Main Camera in the empty *Target Camera* slot.

Set the Pool size, for example, to 100 it creates 100 Game Objects.

Object to Pool is the Floating Text Game Object which is also in the Prefab Folder.

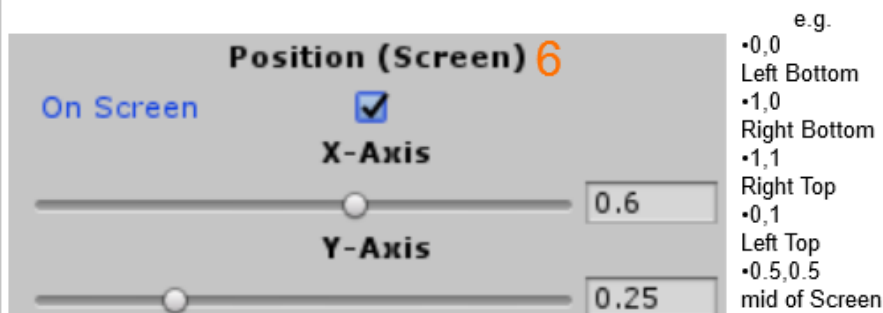
Lets go to the next Step : *Create ScriptableTextTypeList*

Create a List by Right-Click on the Project-tab :
Create → ScriptableText → new List





1. Store all Text Types you made/need
2. Press Button to add a new one
3. Overview
4. Give it a Name to avoid confusion
- 5./6. Switch between "WorldSpace" and Screen Space



7. Offset StartPosition
8. Randomize between min and max
9. Animate the Text Position
 - e.g. from 0,0 to 50,150
 - Adjust the way it goes from a to b on X-Axis and Y-Axis
10. Customize Font
 - Font used by Text
 - Size used by Text
 - Increase Size, adjust with Curve (0 = ignore Curve/ extra Size)
 - Change Color over Time
11. Text Outline Effect

You can Call a Scriptable Text from list with:

```
FloatingText.instance.InitializeScriptableText(list place, position,string);
```

list place = Pick a number from your List
position = parse a Position like transform.position
string = Text or Float/Int convert toString()

Have Fun.
Need Help? Info.sradnick@gmx.de