

# SCT Doc



# Import

If you bought it from the Unity Asset store, simple go to the SCT Asset Store page and click download and import.

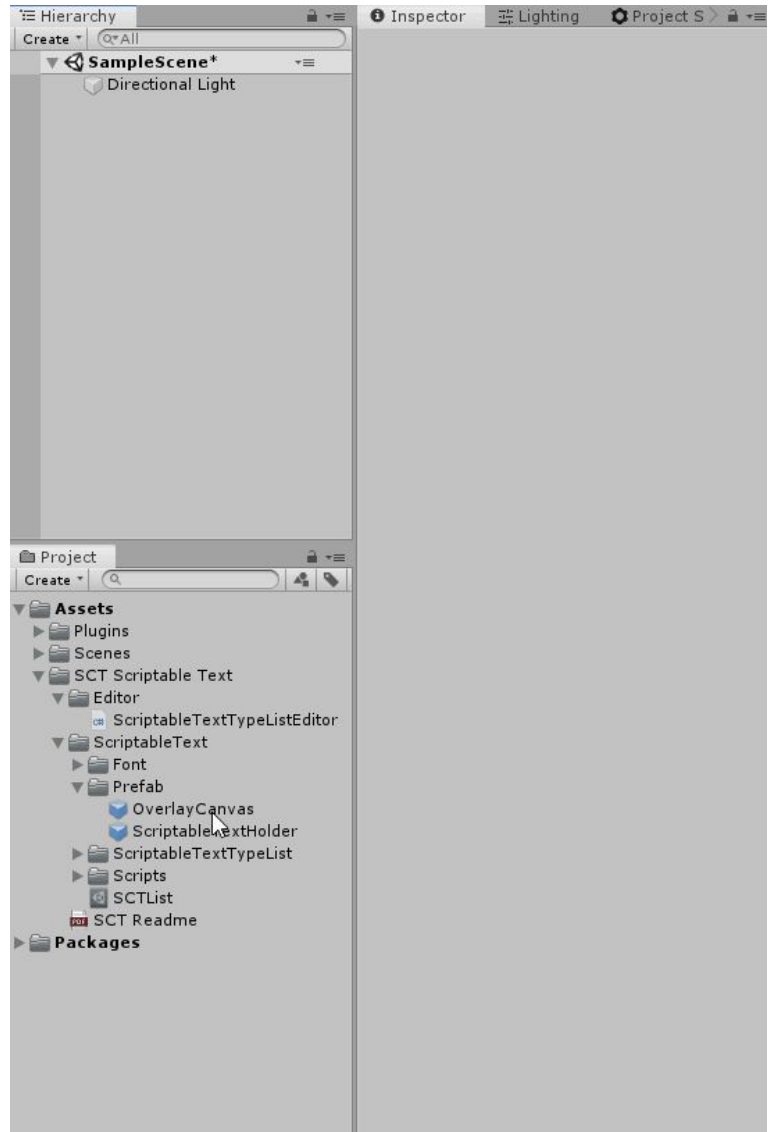
It is **good practice** to not directly import any Asset in you Project. Open a new Project and check if the Asset match your project Sturcutre and delete unessacry files.

Check out the Demo, you will get an Idea on how to work with SCT.

## Setup

Lets setup a Test Scene, you can easily port this later to the place you want it.

- open new Scene
- drag n drop the prefab **OverlayCanvas** into the scene Hierarchy
- create a Camera or take the existing one
- assign the Camera to the **Target Camera** slot
- for testing purpouses you can set the Pool Size to 15
- check out [Scripting](#) for implementation



# Scripting

Implementation of the SCT is pretty easy.

```
using UnityEngine;
using SCT;

[Scripting component]
public class Demo : MonoBehaviour
{
    [Event function]
    private void OnCollisionEnter(Collision other)
    {
        ScriptableTextDisplay.Instance.InitializeScriptableText(0, transform.position, "Ouch!");
    }
}
```

- add namespace SCT
- call `ScriptableTextDisplay.Instance.InitializeScriptableText(0, transform.position, "Ouch!");`
- InitializeScriptableText needs 3 arguments
  1. first is the TextType position from the List
  2. position, where it should be
  3. Text to display, you can use int, float as well, just use `.ToString()`

## Example

Creating a new Text Type

Lets create a simple Damage Text with Icon.

The screenshot shows the 'TextType List' window. At the top is an 'Add New' button. Below it, a list item '[0] : Damage' is expanded. It shows 'Text Type Name' as 'Damage'. Under 'Icon Settings', 'Use Icon' is checked, 'Alignment' is set to 'Left', 'Icon Color' is a color picker, 'Icon' is set to 'Cross', and 'Icon Size' is set to X: 50, Y: 50. At the bottom are buttons for 'Background Settings', 'Render Settings', 'Options', 'Animation', 'Font', and a 'Remove This Text Type' button.

- enable “use icon”
- set the alignment to left , the icon will always be left
- chose your icon and set the size you want it to be

## Background Settings

The screenshot shows the 'TextType List' window. At the top is an 'Add New' button. Below it, a list item '[0] : Damage' is selected. The 'Text Type Name' is 'Damage'. The 'Background Settings' section is expanded, showing 'Use Background' as an unchecked checkbox. The 'Background' dropdown is set to 'None (Sprite)'. The 'Background Size' has 'X' and 'Y' fields both set to '100'. The 'Background Color' field is empty with a color picker icon. Other sections like 'Render Settings', 'Options', 'Animation', and 'Font' are collapsed. A 'Remove This Text Type' button is at the bottom.

This time we will ignore the Background Settings.  
But you could use it create a speechbubble like effect.

## Render Settings

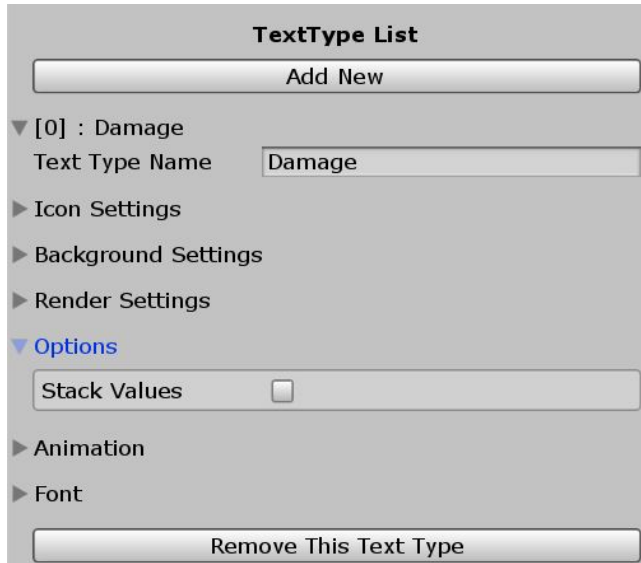
The screenshot shows the 'TextType List' window with the 'Render Settings' section expanded. The 'Render Mode' dropdown is set to 'World Space'. The 'Offset' section has 'X' and 'Y' fields both set to '0'. Below this is a 'Randomize' section with 'min' and 'max' values. The 'min' values for 'X' and 'Y' are '-1', and the 'max' values are '1'. Other sections like 'Options', 'Animation', and 'Font' are collapsed. A 'Remove This Text Type' button is at the bottom.

We will choose *World Space* for Render Mode.  
This means the text will appear at the position you entered in your code.

While with Screen Space you have to define the position on Screen it appears(e.g y0.5 x0.5 would be screen center)

Offset is just an offset from start position.  
Randomize will be a random offset.

## Options

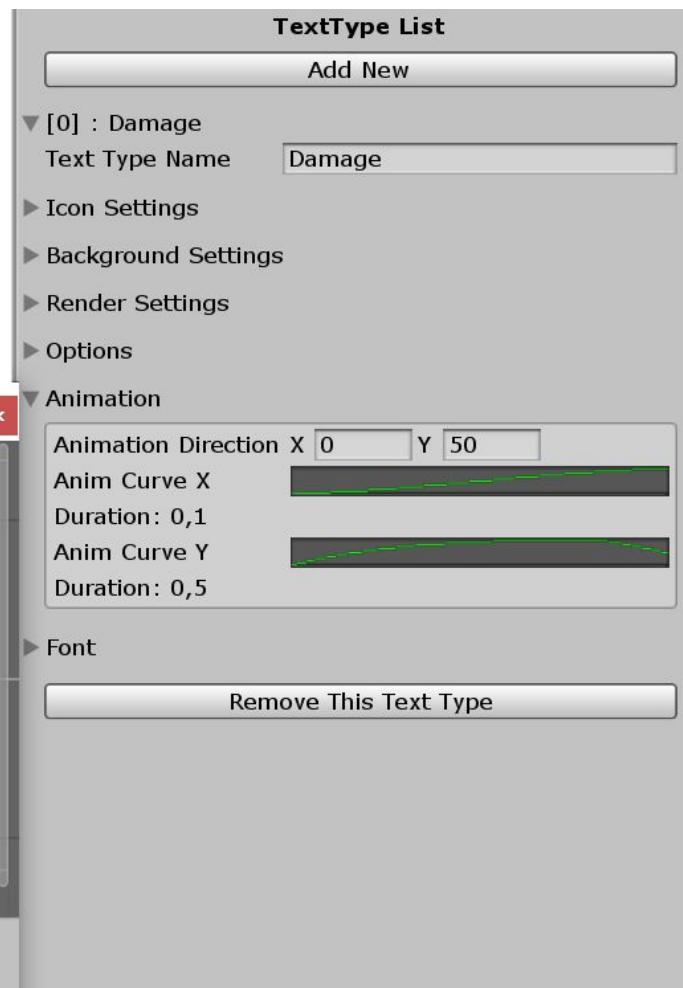
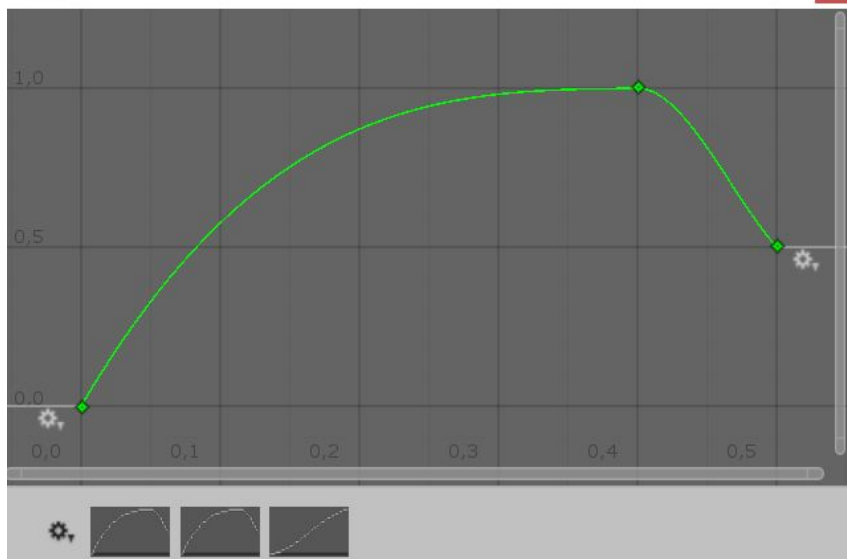


Enable Stack Values to create a Counter like Text.  
Till the animation ends the numbers will be added together instead of creating alot of single ones.

If you use Stack Values you have to call it with  
*InitializeStackingScriptableText(textIndex,position,value,key)*  
The key is an identifier to reuse the same Text Component again. Good choice is a ability name.

## Animation

Curve



For this one i want that the text floats up and goes down a little bit. The animation should be short. You can set the Time and keys in the Animation Curve Editor.

## Font

SCT supports TextMeshPro. You can take default font for testing.

With a small Font size but a big increase amount it should look like a little Flash.

At this on the Animation Curve is the same like in Animation.

For some smoothness add alpha at the start and end to the Gradient.

**TextType List**

Add New

▼ [0] : Damage

Text Type Name

Damage

► Icon Settings

► Background Settings

► Render Settings

► Options

► Animation

▼ Font

**Font**

Font

F

QuantifierNbp-2d6X SDF (1) ☺


Font Size

10

Increase Amount

40

Font Size Animation




Duration : 0,5

Font Style

Normal

⬆⬇⬆

Color Gradient



Remove This Text Type