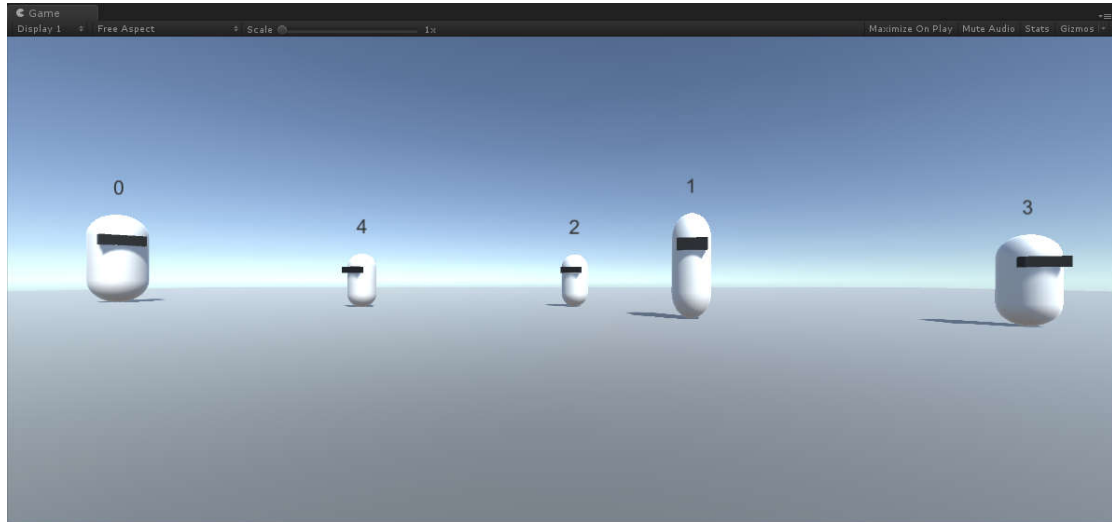# Easy Floating Text

V1.0

FloatingText is easy to make a NPC or Player floating Text above head.

API:

FloatingText.cs

Property:

- public string TextValue {get;set;}

  Set or get the floating text content.

- public Vector2 OffsetPos{get;set;}

  Set or get the floating text offset to the target.

- public Transform Target{get;set;}

  Set or get the target of text will follow.

- public Camera Camera {get;set;}

  Set or get the camera of scene.

- public ObjectType ModelType{get;set;}

  Set or get the model type.

FloatingCreator.cs

Function:

- Public Gameobject Create();

  Create a floating text.