**AnimateTextReveal - Documentation**

**Introduction**

**AnimateTextReveal** is a free Unity asset that provides a smooth **left-to-right text fade effect** for UI elements using **TextMeshProUGUI**. This asset is ideal for **dialogue systems, UI animations, and other text-based effects**.

**Features**

- **Smooth left-to-right fade animation** for any TextMeshProUGUI component.

- **Supports multi-line text animations** without breaking formatting.

- **Customizable speed and character spread** for fine-tuned animations.

- **Works with any TextMeshProUGUI text** in Unity UI.

- **Easy integration** with just a few lines of code.

**Installation**

1. **Import the Asset:** Download and import the **AnimateTextReveal** asset into your Unity project.

2. **Add the Component:** Attach the AnimateTextReveal script to any **TextMeshProUGUI** GameObject.

3. **Customize Settings:** Adjust **fade speed** and **character spread** in the **Inspector**.

**Quick Start Guide**

**1. Adding the Script**

- Select your **TextMeshProUGUI** text element in Unity.

- Attach the AnimateTextReveal script.

- Set **fadeSpeed** and **characterSpread** to your preference.

## 2. Triggering the Animation

You can start the text reveal animation using **C# scripts**:

```csharp
[SerializeField] private AnimateTextReveal textAnimator;

Private void Start()
{
    textAnimator.StartFadeIn(); // Starts the text fade animation
}
```

### Use Cases

- **Dialogue Systems** – Create immersive dialogue effects.

- **UI Animation** – Make headings or important UI elements fade in smoothly.

- **Story Text Effects** – Enhance story-driven experiences.

### Support

If you have any issues or feature requests, feel free to reach out via the Unity Asset Store page!