

Thank you for purchasing Text Decoder Effect!

How to use:

1) Create a text component and attach the 'TextDecoder' script to an object with a TextMeshProUGUI component.

1.1) The method to begin the text decoder effect is added to start method by default. To change, simply call the method at any other appropriate time.

2) Drag components into the public variables stated on the script in the inspector.

3) Please see below the customization for the effect found in the editor window

3.1) Text to show – The finishing text to be revealed

3.2) Sequential – Reveal letters in order (Off means letters are revealed at random)

3.3) Sequence Delay – If Sequential is enabled, control the speed of how fast each letter reveals itself

3.4) Randomize Delay – The time between letter changes

3.5) Text Show Delay – The text will begin to reveal after this amount of time (Allows time for the scramble effect)

3.6) Force Time – The text will be forced show completely after this amount of time (Time starts after text show delay)

3.7) Include Letters – Toggle to include letters in the scramble

3.8) Include Numbers – Toggle to include numbers in the scramble

3.9) Include Unique – Toggle to include unique characters in the scramble (e.g accented)

3.10) Unique characters – Enter your unique characters to be included