

Q! SUBTITLES

Q! Subtitles (Quantum! Development's Subtitles System) is a simple system that allows you to easily add custom subtitles to your project.

SET UP

In order to allow the system to work properly, simply add a main component a the **Canvas** object. You may add multiple subtitles systems, yet you will have to reference them specifically as the static global Show options will be disabled.

METHODS

There are two methods available: a global and a reference one.

GLOBAL METHOD

You can show subtitles if there is only one system in your scene.

- **Subtitles.Show**(text, duration, effect, size, font, clip): you show a *text* for *duration* with an *effect* effect with a *size* font size alongside a *clip* audio clip:

```
/// <summary>
/// Global method. Shows a close caption (subtitle). Only valid when only one instance of the system is in the scene.
/// </summary>
/// <param name="text">Text to show.</param>
/// <param name="duration">Amount of seconds to show the text.</param>
/// <param name="effect">Effect of the text.</param>
/// <param name="size">Size of the font.</param>
/// <param name="font">Font to use.</param>
/// <param name="clip">Clip to play alongside subtitle. You may use clip.length in duration.</param>
/// </summary>
11 references
public static void Show(string text, float duration = 5f, SubtitleEffect effect = SubtitleEffect.Fade, int size = 20, Font font = null, AudioClip clip = null)
{
    if (Subtitles == null) { Debug.LogError("Subtitle system not detected"); return; }
    else if (FindObjectsOfType<Subtitles>().Length != 1)
    { Debug.LogError("Cannot use global methods as more than one system was detected"); return; }
    else Subtitles.ShowThis(text, duration, effect, size, font, clip);
}
```

REFERENCE METHOD

If, for some reason, there is more than one system in your scene, you should reference a system and call this following method (although the code is different, they perform the same action).

- **Subtitles.ShowThis**(text, duration, effect, size, font, clip): you show a *text* for *duration* with an *effect* effect with a *size* font size alongside a *clip* audio clip:

```
/// <summary>
/// Referenced method. Shows a close caption (subtitle) on this specific system.
/// </summary>
/// <param name="text">Text to show.</param>
/// <param name="duration">Amount of seconds to show the text.</param>
/// <param name="effect">Effect of the text.</param>
/// <param name="size">Size of the font.</param>
/// <param name="font">Font to use.</param>
/// <param name="clip">Clip to play alongside subtitle. You may use clip.length in duration.</param>
/// </summary>
1 referencia
public void ShowThis(string text, float duration, SubtitleEffect effect, int size, Font font, AudioClip clip)
{
    GameObject dialogue = Instantiate(prefab, m_Transform);
    Text textComponent = dialogue.GetComponentInChildren<Text>();
    textComponent.fontSize = size;
    if (font != null) textComponent.font = font;
    if (clip != null) { AudioSource source = dialogue.AddComponent<AudioSource>(); source.clip = clip; source.Play(); }
    switch (effect)
    {
        case SubtitleEffect.None: textComponent.text = text; Destroy(dialogue, duration); break;
        case SubtitleEffect.Fade: textComponent.text = text; StartCoroutine(Fade(dialogue, duration)); break;
        case SubtitleEffect.Type: StartCoroutine(Type(text, textComponent, duration)); break;
        case SubtitleEffect.Both: StartCoroutine(FadeType(dialogue, text, textComponent, duration)); break;
    }
}
```

EFFECTS

There are four different effects under the SubtitleEffect enum: None, Fade, Type, Both.

```
public enum SubtitleEffect
{
    None = 0,
    Fade = 1,
    Type = 2,
    Both = 3,
}
```

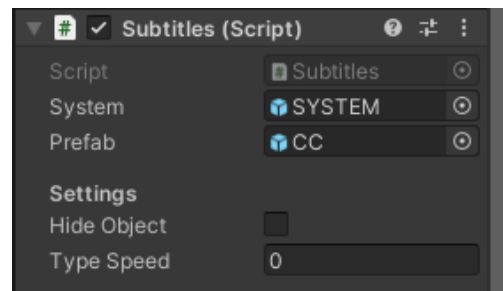
Their respective name is quite descriptive. The first one does nothing, showing the raw text without effect. Fade will fade the text. Type will type each character. Both will fade while typing the sentence.

You can modify Type Speed in the Subtitles component dynamically to modify the... typing speed.

SETTINGS

These settings can be found in the Subtitles component. You can hide the system (not the canvas) in the hierarchy or show it.

Type speed is the typing speed of the type effect. You can update that value in runtime to dynamically change the dialogue/subtitle speed and emphasize certain parts of the dialogue.



CUSTOMIZATION

Apart from the customization options previously mentioned, you may modify the SYSTEM prefab to your needs. Please keep in mind that some components are vital to the CC functionalities, do not modify nor delete them.

OTHER OPTIONS

Feel free to add custom effects to your dialogue and modify the existing system to your needs. The base version has plenty functionalities that will allow you to make a good CC integration in your game. If you have any doubts, don't hesitate to contact me.

TO DO

I am currently thinking what to add to possible future updates, these are the features so far, I came up with:

- Icons before text.
- Custom prefixes.
- Sprites before text (like icons, but bigger).
- More subtitle holder (custom background colors, global font color options and more).