Basic Setup

Importing the Plugin

After purchasing the plugin through the Asset Store and importing the package into your project, you should have a *TextFX* folder in your project hierarchy.

Within this folder will be the folders *Editor* and *Scripts*. The *EffectManager.cs* script in the *Scripts* folder is the only script you'll need to use; it's the component script which handles the text animations.

Setting up a text animation object

1. Create a new empty GameObject in your scene.

2. Apply the EffectManager script to the GameObject.
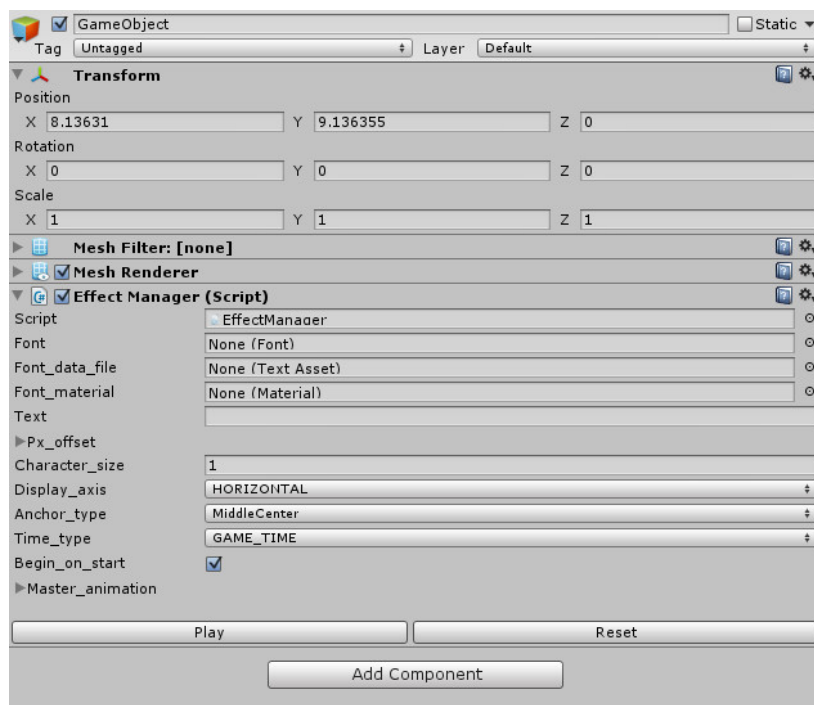
3. Assign your desired font file to the *Font* field (Unity 4.0 + only), or assign your Bitmap font text data file and it's associated Material to the *Font_data_file* and *Font_Material* fields respectively.

   Note: For instructions on how to generate your compatible Bitmap Font read these instructions.

   Note: If you're using a TrueType or OpenType font file, make sure it is not set as a dynamic font! To check, view the font in the inspector, and check that the Character field is not "Dynamic".
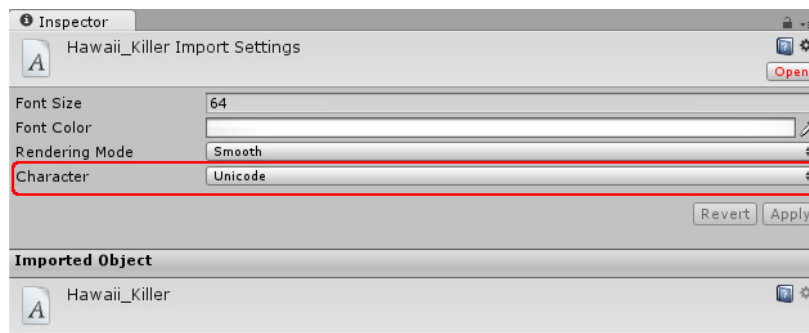
4. Type some text into the *Text* field to make sure your font assignment has worked correctly. You should see some text appear!
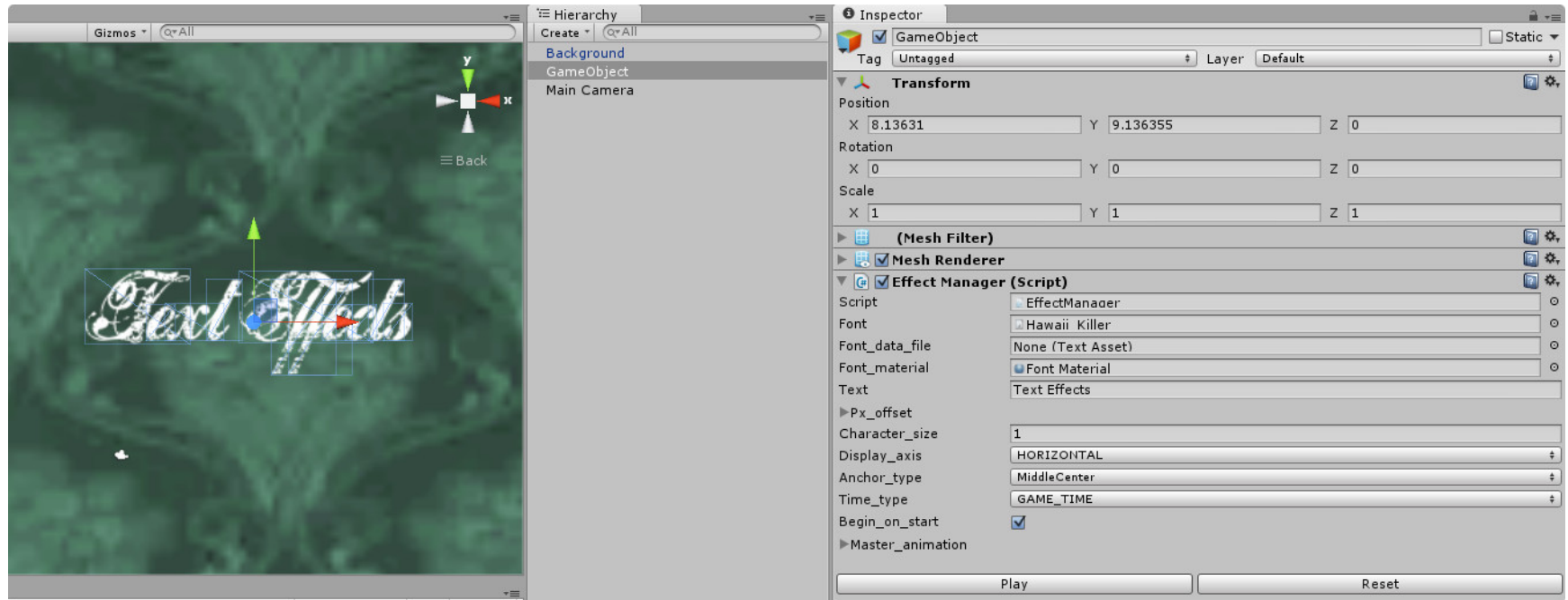
5. When you're happy with how your text looks, and you've positioned the object to roughly where you'll want it in your scene, then you're ready to configure the animation.

   Proceed to the ***Creating An Animation*** instructions.