



What Is TextFX?

Documentation

Useful Links

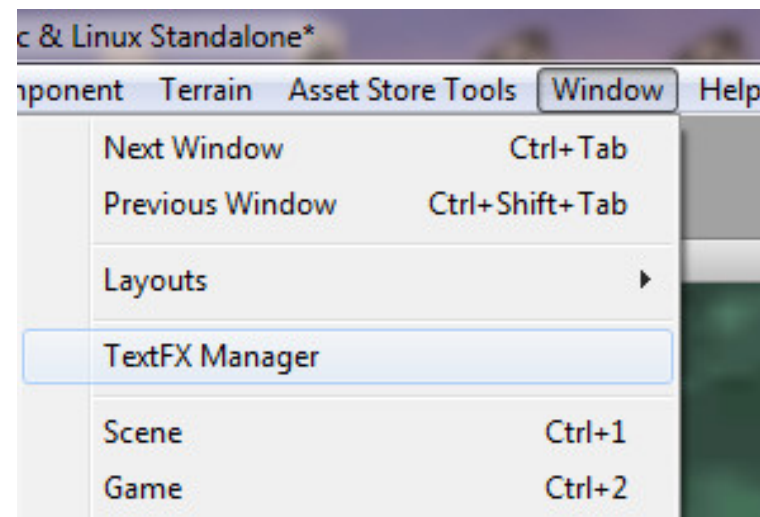
Changelog

Creating An Animation

- [Opening the TextFX Manager](#)
- [Basic Options](#)
- [TextFX Actions](#)
- [Advanced Action Settings](#)
- [More Than One Action](#)
- [Offset Variables From Last State](#)

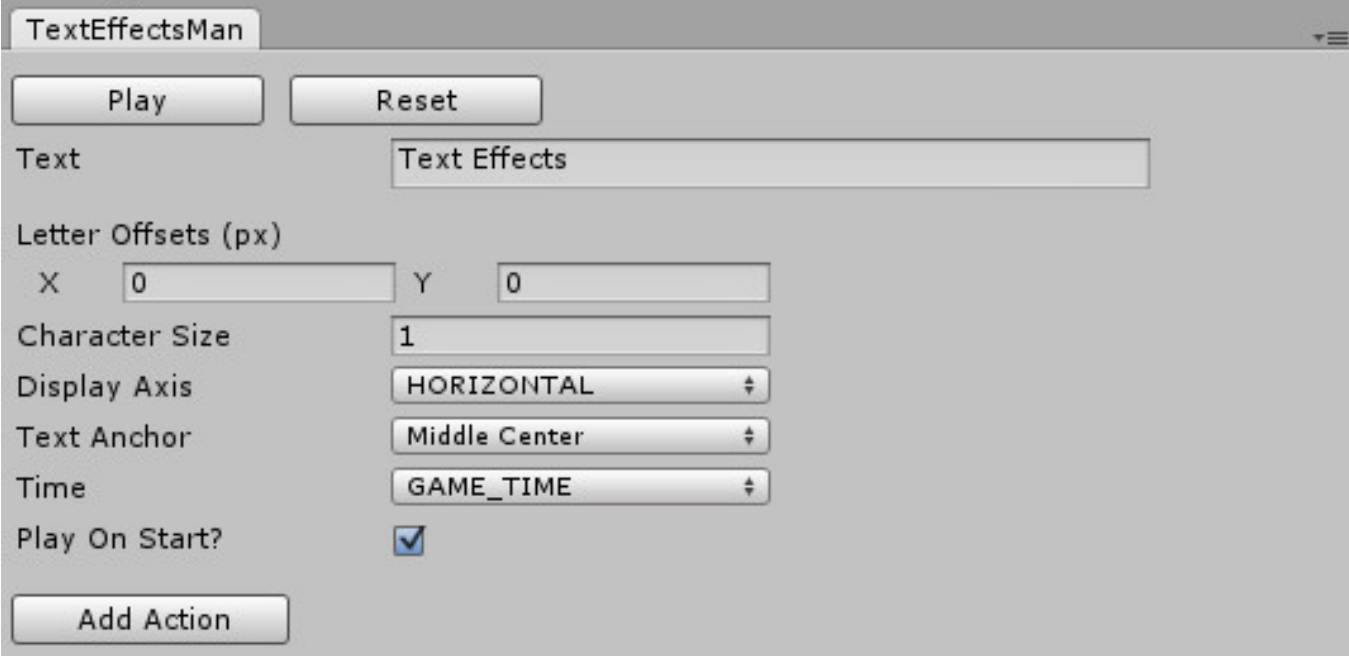
Opening the TextFX Manager

Open the TextFX Manager window by going to **Window->TextFX Manager**



Basic Options

The basic settings and controls available on every EffectManager object:



The screenshot shows a window titled "TextEffectsMan" with a menu icon in the top right corner. Inside the window, there are two buttons at the top: "Play" and "Reset". Below these is a text input field labeled "Text" containing the text "Text Effects". Underneath is a section labeled "Letter Offsets (px)" with two input fields: "X" with the value "0" and "Y" with the value "0". Below this is a "Character Size" input field with the value "1". There are three dropdown menus: "Display Axis" set to "HORIZONTAL", "Text Anchor" set to "Middle Center", and "Time" set to "GAME_TIME". Below these is a checkbox labeled "Play On Start?" which is checked. At the bottom of the window is an "Add Action" button.

- Preview animation Control Buttons; **Play** and **Reset**. Used for previewing your animation in the Editor.
- **Text** - The text to be displayed and animated in the effect.
- **Letter Offsets (px)** - Used for applying extra spacing between each letter.
- **Character Size** - Used for scaling the letters greater or less than their default display size. Default value is 1.
- **Display Axis** - Denotes whether the text should be written horizontally

across the screen, or vertically down the screen.

- **Text Anchor** - Denotes what part of the text object will act as the text anchor point.
- **Time** - Denotes whether the animation will use Unity's in-built Time scale (Time.deltaTime), or instead use realtime.
- **Play On Start?** - Denotes whether the animation will start playing automatically or not, when the EffectManager object is first active in the scene.
- **Add Action** button - Used to add an animation action.

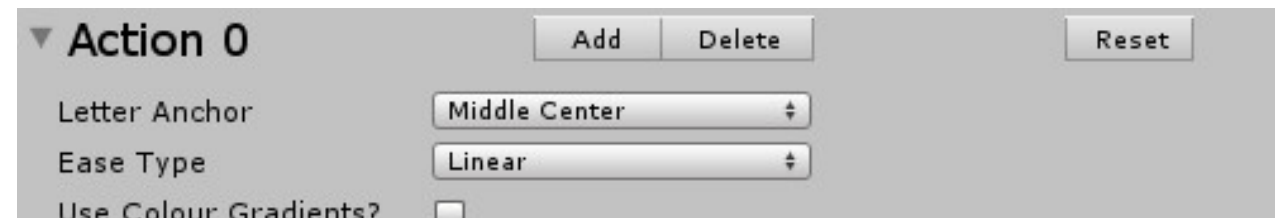
TextFX Actions

Every TextFX animation is a sequence of one or more **Actions**.

An **Action** defines the transition of the text from a start state to an end state.

You setup a start and end **colour**, **position**, **rotation** and **scale**, and the **duration** of the transition.

For each **Action** you have the following options:



Start Colour

Colour



Constant

End Colour

Offset From Last?

Colour



Constant

Start Position

Force This Position?

Vector

X

0

Y

0

Z

0

Constant

End Position

Offset From Last?

Vector

X

0

Y

0

Z

0

Constant

Force This Position?

Start Euler Rotation

Vector

X

0

Y

0

Z

0

Constant

End Euler Rotation

Offset From Last?

Vector

X

0

Y

0

Z

0

Constant

Start Scale

Vector

X

1

Y

1

Z

1

Constant

End Scale

Offset From Last?

Vector

X

1

Y

1

Z

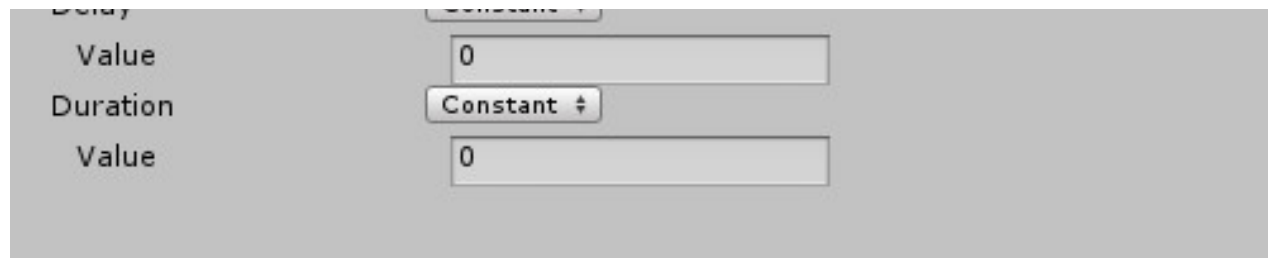
1

Constant

Force Same Start?

Delay

Constant



- **Letter Anchor** - The anchor point used on each letter for this Action - ie. what part of the letter to rotate around and scale from/to.
- **Ease Type** - The easing function to use for this Action - changes how the state progresses over time between the start and end state.
- **Use Colour Gradients?** - Toggles between using one flat colour for the start/end state, or using four colours for each corner of the letter mesh which blend into one another.
- **Start/End Colour** - The colour(s) of the letters at the start and end of the action.
- **Start/End Position** - The position of the letters at the start and end of the action.

Force This Position? - If toggled, this position variable will be the forced position of all letters in the text, without using the default character spacings. ie. It'll pile up all the letters at one position in the scene.
- **Start/End Euler Rotation** - The euler rotation of the letters at the start and end of the action.
- **Start/End Scale** - The scale of the letters at the start and end of the action.
- **Force Same Start?** - Forces all letters in the text to start this action at the

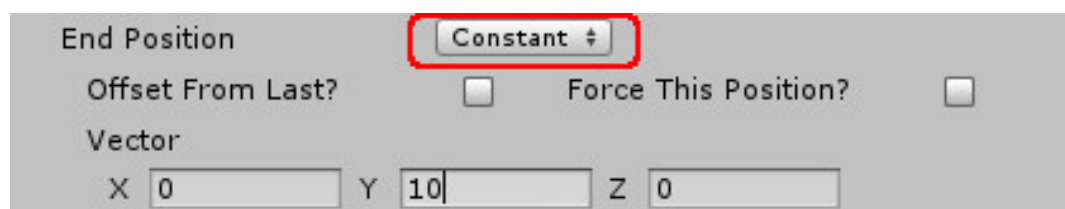
same time.

- **Delay** - How long to delay before starting the Action.
- **Duration** - How long the Action will take to complete.

Advanced Action Settings

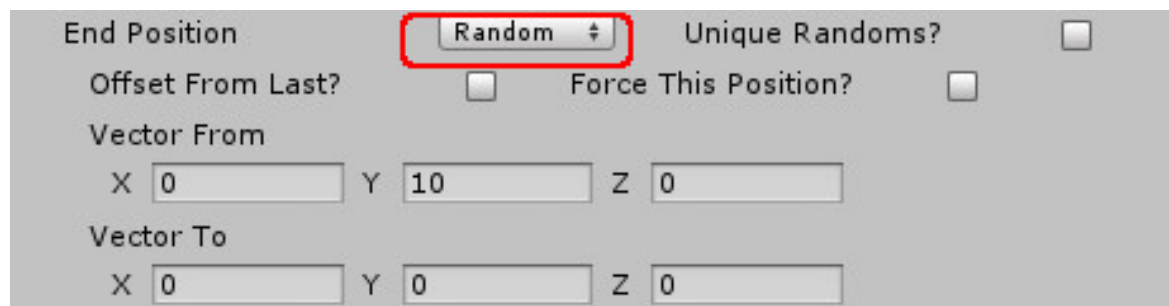
Each of the main transition and timing variables on an Action have additional settings to define the spread of values across each letter. These help to add a lot of variation to your effects!

- **Constant variables** - All letters will use this same value



The screenshot shows the 'End Position' settings for a 'Constant' variable. The 'Constant' dropdown is highlighted with a red box. Below it, there are checkboxes for 'Offset From Last?' and 'Force This Position?'. The 'Vector' section contains three input fields: 'X' with value '0', 'Y' with value '10', and 'Z' with value '0'.

- **Random variables** - Letters will each use a unique value randomly chosen between the **From** and **To** bounds.



The screenshot shows the 'End Position' settings for a 'Random' variable. The 'Random' dropdown is highlighted with a red box. Below it, there are checkboxes for 'Offset From Last?' and 'Force This Position?'. The 'Vector From' section contains three input fields: 'X' with value '0', 'Y' with value '10', and 'Z' with value '0'. The 'Vector To' section contains three input fields: 'X' with value '0', 'Y' with value '0', and 'Z' with value '0'. There is also a 'Unique Randoms?' checkbox.

- **Eased variables** - The first letter of your text will have the **From** value, and the last letter will have the **To** value, with the letters in between being set an eased value between the two based on its position in the text.

You can set the easing function to alter the progression of values across the letters.

This screenshot shows the 'Eased variables' configuration interface. The 'End Position' dropdown is set to 'Eased' and is highlighted with a red box. The 'Function' dropdown is set to 'Linear'. The 'Offset From Last?' checkbox is unchecked. The 'Vector From' section has input fields for X (0), Y (10), and Z (0). The 'Vector To' section has input fields for X (0), Y (0), and Z (0).

- **3-way Eased variables** - Similar to the previous 2-way Eased variable, except the values can ease from the start to a middle point value, and then ease towards a third value for the second half of the letters.

This screenshot shows the '3-way Eased variables' configuration interface. The 'End Position' dropdown is set to 'Eased'. The 'Function' dropdown is set to 'Linear'. The '3rd?' checkbox is checked and highlighted with a red box. The 'Offset From Last?' checkbox is unchecked. The 'Vector From' section has input fields for X (0), Y (10), and Z (0). The 'Vector To' section has input fields for X (0), Y (0), and Z (0). The 'Vector Then' section, which is highlighted with a red box, has input fields for X (0), Y (10), and Z (0).

More Than One Action

When adding additional Actions to your TextFX animation, you'll notice it appears slightly different.

In order to save time setting up TextFX animations, your second and all subsequent Actions can be set to be an **Offset** from the last Action, using the **Offset Prev?** checkbox.

This will hide all of the **Start** state variables since this action will be starting from whatever state the previous action ended in; so you only need to define how it transitions from there.

You can uncheck this option to define your own unique starting states again, but beware that this may result in a jarring/jumpy animation.

The screenshot displays the TextFX animation configuration window. It features a list of actions at the top: 'Action 0' and 'Action 1'. 'Action 1' is selected, and its settings are visible below. A red rectangle highlights the 'Offset Prev?' checkbox, which is checked. Other settings for 'Action 1' include: Letter Anchor (Middle Center), Ease Type (Linear), Use Colour Gradients? (unchecked), End Colour (Constant), Offset From Last? (unchecked), Colour (white), End Position (Eased), Function (Linear), 3rd? (checked), Offset From Last? (unchecked), Vector From (X: 0, Y: 10, Z: 0), and Vector To (X: 0, Y: 0, Z: 0). Buttons for 'Add', 'Delete', 'Up', 'Down', and 'Reset' are present for each action.

The screenshot shows a software interface with several sections for configuring state variables:

- Vector Then**: X 0, Y 10, Z 0
- End Euler Rotation**: Constant +
- Offset From Last?**: ☐
- Vector**: X 0, Y 0, Z 0
- End Scale**: Constant +
- Offset From Last?**: ☐
- Vector**: X 1, Y 1, Z 1
- Force Same Start?**: ☐
- Delay**: Constant +
- Value**: 0
- Duration**: Constant +
- Value**: 0


Offset Variables From Last State

Another time saving feature available on all variable states except the very first, is the option to have that variable be an offset from the previous state value using ***Offset From Last?***.

When set, the variable value will be added on to the last state value; ie. If set to zero, the value will remain the same as it was in the previous state.

This is a useful when the previous variable state was randomly chosen, and you then want to continue from that random offset with a fixed value

End Euler Rotation

Constant 

Offset From Last?



Vector

X

0

Y

0

Z

0