Scripting Reference

Classes

- **EffectManager**

EffectManager Class

Public Member Functions

void
SetText (**string** text)
Sets up the animation for the supplied text. Can't be called while animation is running.

void
PlayAnimation (**float** delay = 0)
Plays the configured animation on this EffectManager. A **delay** in seconds can be passed in to delay the starting of the animation.

void
ResetAnimation ()
Stops and resets the animation back to its starting state.

Public Attributes

[Read Only] bool
Playing
A read-only attribute to denote whether the animation is currently playing.

	bool
	Paused
	Getter/Setter for denoting the pause state of the animation.

	Font
	m_font
	Reference to the Font file to use for the text in the animation. ***Only available in Unity 4.0 or greater.***

	TextAsset
	m_font_data_file
	Reference to the bitmap font data text file.

	Material
	m_font_material
	Reference to the accompanying font Material to use with the bitmap font data file specified by **m_font_data_file**.

	string
	m_text
	Current text value used for the animation. To change the text of your animation, please call **SetText()** instead.

	Vector2
	m_px_offset
	Addition spacing to apply to each letter in your animations text.

	float
	m_character_size
	The size of each character (This scales the whole text)

	TextDisplayAxis
	m_display_axis
	Denotes which axis to draw the text on. **[HORIZONTAL, VERTICAL]**

	TextAnchor
	m_text_anchor
	Which point of the text shares the position of the Transform.

	AnimationTime

m_time_type
Denotes whether to use Unity's game time (affected by Time.timeScale), or use realtime, when animating the text. **[GAME_TIME, REAL_TIME]**

bool
m_begin_on_start
Denotes whether the animation is started automatically when the object is first active in the scene.