Chat Balloon addon for uMMORPG 2D

Now your games will have more life and will be awesome during player chat conversations.

This addon required uMMORPG 2D

https://assetstore.unity.com/packages/tools/gui/chat-balloon-addon-for-ummorpg-2d-143894

Chat Balloon Addon For uMMORPG 2D - Asset Store • assetstore.unity.com

Showcase

Package contains:

- Basic image for the chat balloon (Arrow and Content).
- Player Chat Balloon system.
- Auto-adjustment system in image based on message text size.
- Auto-destroy after "x" seconds.
- Bool for enable/disable addon.
- Fade effect on image and text.
- NPC Messages with random timing.
- Trigger message system.
- Easy to implement, one line of code in uMMORPG 2D core.
- C# crafted and commented code.

Player chat balloon system

Basically when you typing a message in the chat will appear a balloon with what you wrote, all the players that are nearby can see your message.

How to setup player chat balloon

Add all files inside **Addons folders:**
- Assets/uMMORPG/Addons

Open the **PlayerChat.cs** script in your favorite code editor, go to the "**void CmdMsgLocal**" function and add the following line at the end:

```
player.RpcShowChatBubble (message);
```

The result should look like this:

```
// networking ////////////////////////////////////////////////////////////////
[Command]
void CmdMsgLocal(string message)
{
    if (message.Length > maxLength) return;

    // it's local chat, so let's send it to all observers via ClientRpc
    RpcMsgLocal(name, message);

    // Addon Chat Balloon
    player.RpcShowChatBubble(message);
}
```

"Active Chat Balloon" keep this bool active if you want to enable this addon, you can disable anytime you want.

Set **chat balloon** prefab in your entities, so locate your "**Entity script**" (Ex: Monster.cs, Player.cs, Npc.cs ...) in inspector, drag and drop, it should look like in my project inspector image below, remember to change your messages for your entities

"Bounds Y" means position of the chat balloon on top of player's head. By default it is "1.0f" but this can be adjusted to fit in your project.

Higher this value, higher the image will be on the player's head, and the lower that value, lower image will be created from the player's head.

"Fade time" time for image and text to appear, if you do not like this effect just leave the value at "0".

For players, "**automatic message system**" not have effect, so keep disabled, i'll explain below.
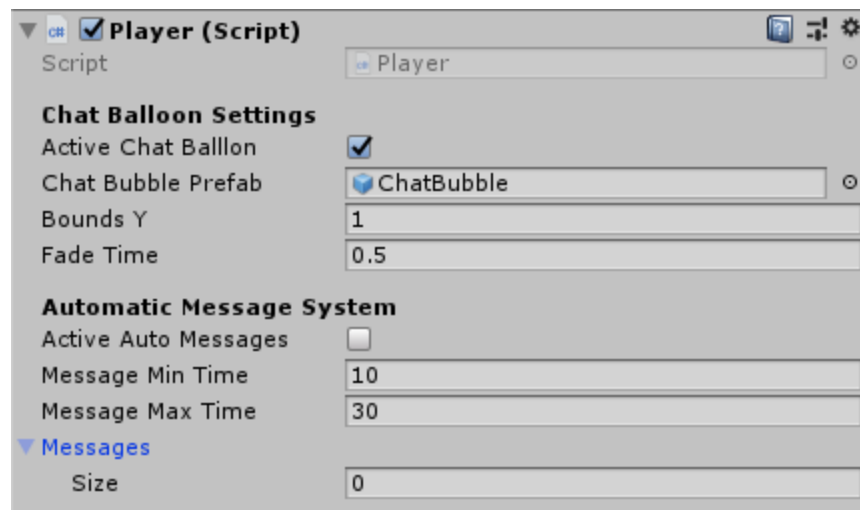
With this your project is already prepared to work with chat ballloon addon and have fun with your players.

Now, how "**Automatic Message System**" work's

The automatic message system allows NPC's and monster's to say something randomly every "x" seconds in a random range time, it can be several messages or just one of your choice, this will give more life to your characters, here is an **gif** preview:
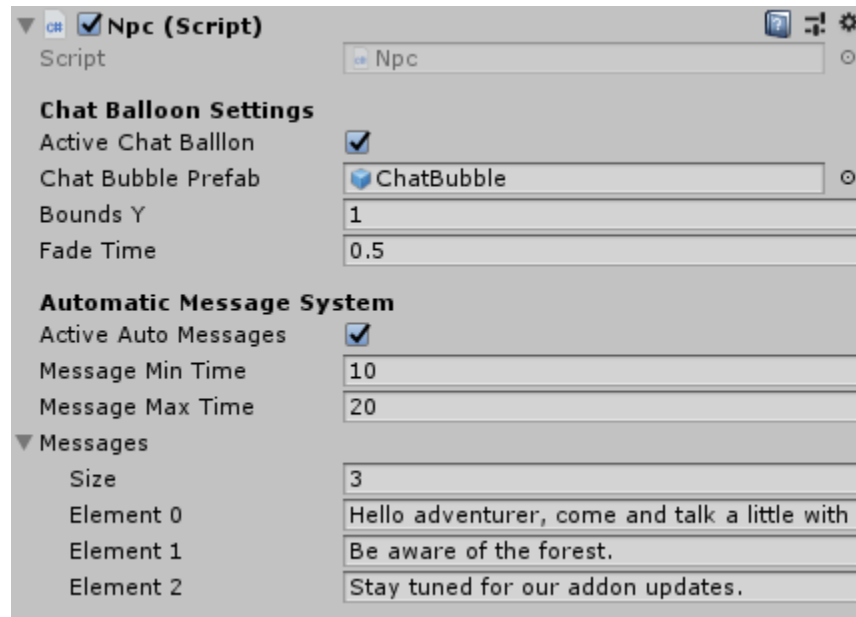

How to setup automatic message system

Keep **chat balloon settings** like in your player entity. Active auto message bool enable/disable this function.
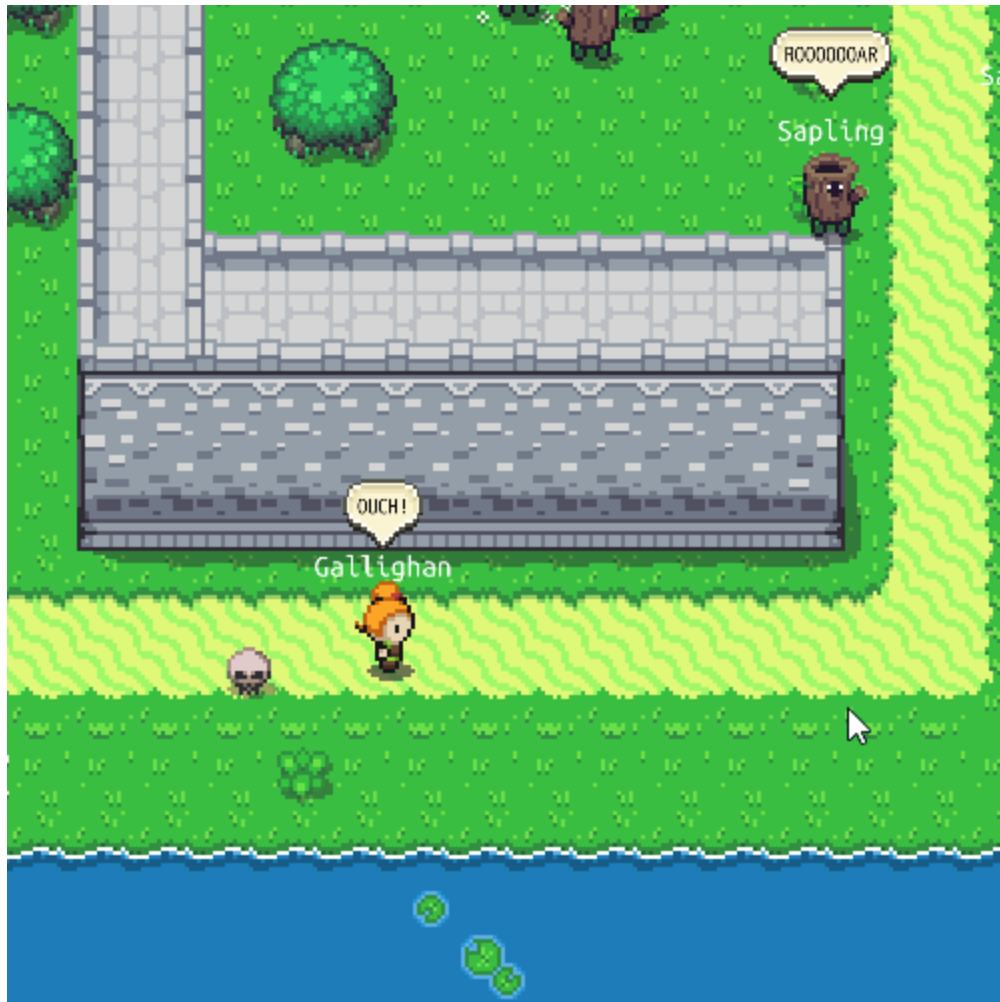
Message "min" and "max" is the random time to appear the messages in seconds.

Array of messages are all possible messages that the NPC or monster will say randomly.

Now, i'll explain how **trigger message** work's.

The **trigger message system** work's by basically colliding with an object causing the player to say something, see an example:

I left ready a prefab called "**Trigger Skull**" that you can use as an example, but its configuration is very basic. You can enable/disable trigger message in a single bool.

Array of messages are all possible messages that the player will say randomly on collide with this object.
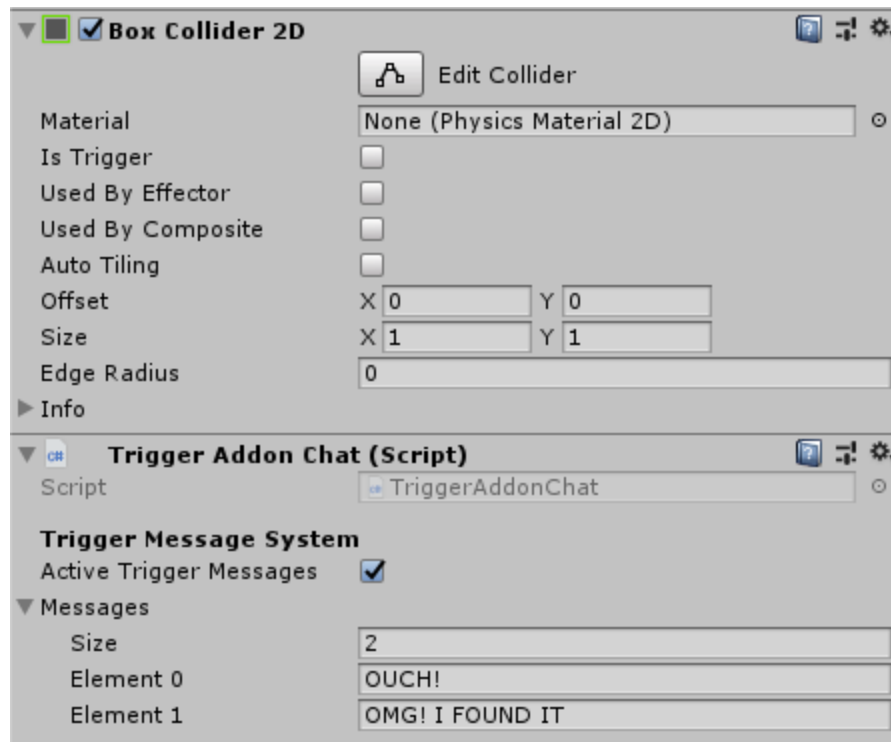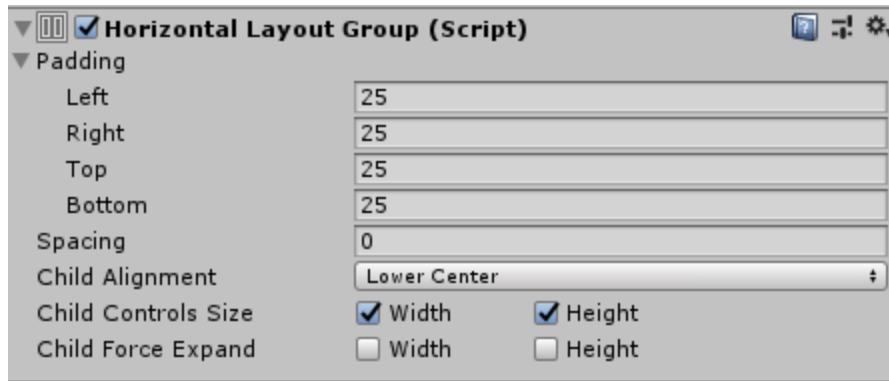
Easy huh?!. xD

Tips

Padding

You can modify the balloon image to any one of your choice, but be sure to test the message text and adjust the edges and distances that are organized by the canvas.

Here is an example used in my showcase:

You may have to adjust these values for other images, but just go text and test text until you get the way you want.

Image PPU (Pixel per unit)

In this example I used two images, one for the text and another for the arrow, the settings of these images are based on **16 ppu**, to adjust the arrow correctly you need to position on the **Y axis** based on a simple math **"100/16".**

- "100" means the ppu of the canvas
- "16" is the ppu of the images you are using.

In this showcase, result will be **18.75** which will be the position on the arrow image Y axis.
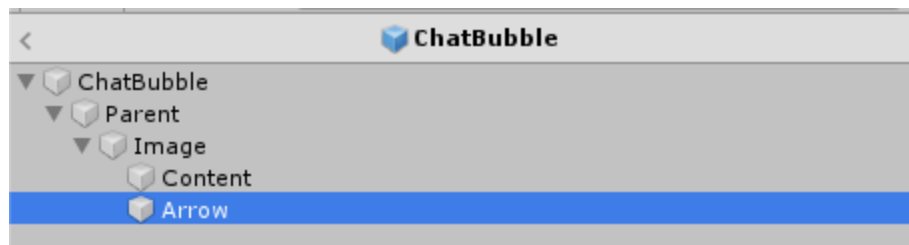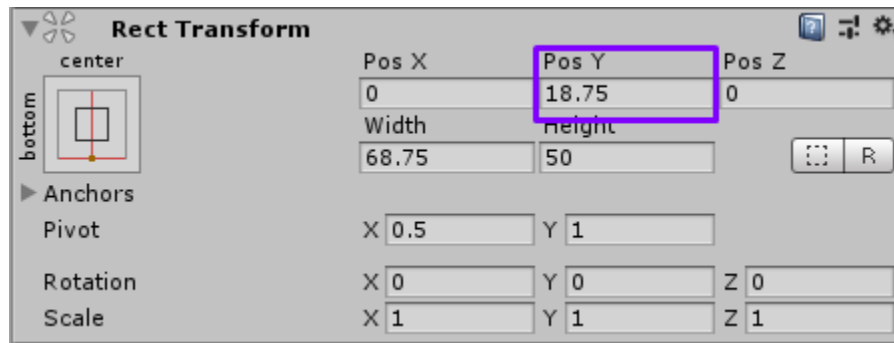
Now two images are set up correctly.

Support me

Buy me coffee (only $5 xD), we can talk hours about MMO and everything about gaming world. With your help I'll be able to create new packages and help community maker with awesome scripts.

Remember to left your review on asset store, this helps me to understand what you liked about the project and what we can improve.

Thanks!.

Contact

```
string nickname = "Gallighanmaker";

string email = "leandrovieira92@gmail.com";
```