TMP Rainbow Extension

Use case:
This asset is simply for adding a rainbow effect to TextMeshPro components. You can use the default settings or even chose custom color gradients and set the variables yourself to create a fitting effect for your game.

Setup:
After importing the package, all you must do is to

1. select the TMP component you want to apply the effect to and
2. add the "RainbowTMP" component just like any other script.
   Now you can change the variables as you like or just use the default gradient (rainbow), and simply hit play when testing, because the effect begins as soon as the "Start" method is called.

Code:
There are only two scripts, "RainbowTMP.cs" and "RainbowTMPEditor.cs". You should keep the Editor script as well, because it improves the user experience while working with the RainbowTMP component in the inspector.
Keep in mind that "RainbowTMPEditor.cs" **must** stay inside a "Editor" folder to prevent build errors.

Variables:
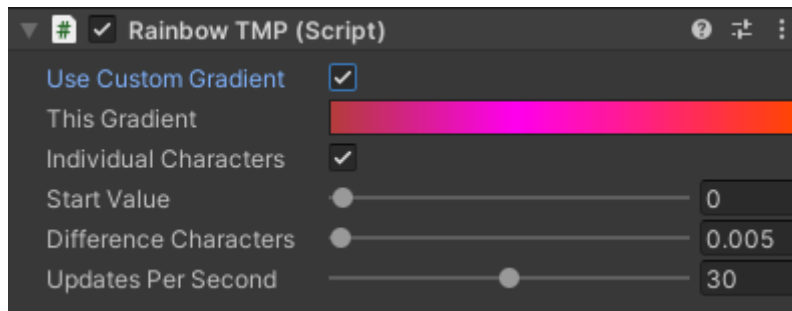
- Use Custom Gradient
  - o Defines if you want to use a self-made gradient (set your own gradient inside the inspector) or use the default rainbow.
- This Gradient
  - o This Gradient appears if "Use Custom Gradient" is set true. In here you can define your own gradient which should be applied to the text.
- Individual Characters
  - o Set this true if you want the characters inside the text to have different colors (right example), false if all the text should have the same color (which changes over time, left example)
  - o Difference Characters
    - ▪ Defines how much difference between two characters should be.
  - o Updates Per Second
    - ▪ Defines how often per second the effect should be recalculated. Increasing this variable increases the "smoothness" of the effect but requires more performance. Keep in mind that increasing Updates Per Second will fasten how often the color changes, and therefore you might want **to decrease Difference Characters**

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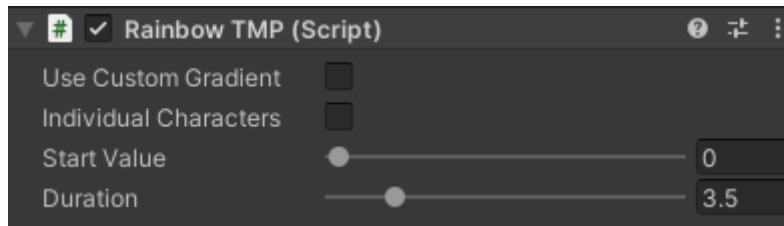
- Start Value
  - Start Value controls with which value the animation starts with, to create an offset. If you set it to a negative number, the value will be random.
- Duration
  - Duration only appears if Individual Characters is false. It sets how long the animation should take for a whole loop through the gradient, in this case 3.5 seconds, until the first color gets shown again.

If you have a question, feel free to contact me via E-Mail: fourteendynamicsgames@gmail.com

Thank you for reading and using my extension.