Speech Bubbles for Yarn Spinner

v1.4.0

Thanks for buying and installing Speech Bubbles for Yarn Spinner. Your purchase helps us to keep making Yarn Spinner.

This Unity package helps you create speech bubbles for your Yarn Spinner dialogue. It includes a set of prefabs that you can use to quickly add speech bubbles to your game.

It requires Yarn Spinner 3.0 or newer. You will need to install the Yarn Spiner for Unity package alongside this package to use it.

Visit https://docs.yarnspinner.dev/add-ons/about-add-ons for comprehensive documentation.

We also recommend you join the Official Discord at https://discord.gg/yarnspinner!

Getting Help

The main Yarn Spinner Documentation, including full API docs and guides, is available at: https://docs.yarnspinner.dev.

If you have specific questions, or want to hang out with other Yarn Spinner users you can join our Discord at https://discord.gg/yarnspinner.

Credits

Speech Bubbles for Yarn Spinner was created by Yarn Spinner Pty. Ltd. Unless otherwise noted, Yarn Spinner Pty. Ltd. maintains copyright.

The examples contain assets created by [Kenney](#). These assets are licensed under [CC-0 1.0 Universal](#).

The examples also use the fonts Amatic SC (The Amatic SC Project Authors, [SIL Open Font License](#)) and EB Garamond (The EB Garamond Project Authors, [SIL Open Font License](#)).

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You cannot resell this Yarn Spinner Add-on, or distribute the source code to this Yarn Spinner Add-on. Do not use it in open source games. If you have some other use case that you'd like to discuss, please email us at hello@yarnspinner.dev.

This Yarn Spinner Add-on requires the use of Yarn Spinner for Unity. Yarn Spinner for Unity is a separate project, and is available under the MIT license, for more details please see [the Yarn Spinner site](#).

Yarn Spinner Pty. Ltd. is not responsible for any bugs or issues that may arise from the use of this Yarn Spinner Add-on. That said, we will do our best to look into, and attempt to fix any issues that arise, and that you report to us, but we cannot guarantee that we will be able to fix all issues that arise. We are not responsible for any commercial, financial, or other losses that may arise from the use of this Yarn Spinner Add-on.

Updates

As we further develop our products we may charge an upgrade fee for future major versions. You will always be able to use a previously purchased version of our products, as long as the version of Unity and Yarn Spinner that it targets is still supported.

Changelog

The full historical changelog can be seen in [the Yarn Spinner Documentation.](#)

Releases

- Speech Bubbles for Yarn Spinner 1.4.0 (26 June 2025)

  - Updated the Speech Bubble system to be a Yarn Spinner 3 Dialogue Presenter.
  - Added Bubble Input class, which listens for player input and manages line advancement and option selection in bubbles.
  - Remade the example scenes using Yarn Spinner 3's sample assets.

- Speech Bubbles for Yarn Spinner v1.3.0 (21 May 2025)

  - Updated for compatibility with [Yarn Spinner 3](#).
  - Fixed a bug with speech bubbles where hiding and showing them for the same speaker would result in the bubble being the wrong size briefly.

- Speech Bubbles for Yarn Spinner v1.2.0 (25 October 2024)

  - Bubble content now clamps maximum values to between 0 and float max.
    - This fixes an issue where submeshes (such as sprites) weren't getting valid sizes.
  - Fixed compilation errors when Cinemachine 3 is installed.
  - Replaced shader-based jitter effect with a C#-based effect.
    - This fixes visual errors in Unity 2023, and also allows the speech bubble to use any font, not just fonts that have a specially customised material.
    - To use this jitter effect, add the JitterText component to any game object that has a TextMeshPro component.

- Speech Bubbles for Yarn Spinner v1.1.22 (1 February 2024)

  - Initial release on Unity Asset Store.
  - Updated namespaces for example scripts.

- Speech Bubbles for Yarn Spinner v1.1.12 (13 December 2023)

    - Fixed an error in DependencyInstaller, a script used in the samples, that caused builds to fail.
    - `BubbleDialogueView.autoAdvance` now defaults to `false`. (Previously, it defaulted to `true`.)

- Speech Bubbles for Yarn Spinner v1.1.7 (1 December 2023)

    - Made the presentation curve of Casual Bubble and Formal Bubble (and, by extension, all of its variants) start at zero, not 0.002. This fixes an issue where bubbles would not completely become invisible when they were dismissed.
    - Fixed an issue where the Bowtangle shape would cause errors to appear in the console if a bubble had zero width or height.
    - Added an option on BubbleDialogueView to pre-cache Bubble objects for every character in the scene.
        - If a character is added after the scene starts, and a bubble is needed, the bubble will be created on-demand.
        - This reduces potential performance hitches when creating a new bubble during dialogue.

- Speech Bubbles for Yarn Spinner v1.1.0 (29 November 2023)

    - Added a Squircle background shape.
    - Fixed an issue in the Sidescroller sample scene that caused background elements to not be layered correctly.
    - Added a dependency-checker object to the Sidescroller scene.
    - Fixed an issue where UnityEngine.VisualScripting was being referenced in scripts that it should not have been.

- Speech Bubbles for Yarn Spinner v1.0 (22 November 2023)

    - Initial release