

fugaku



# TA

TYPEFACE ANIMATOR

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# Overview

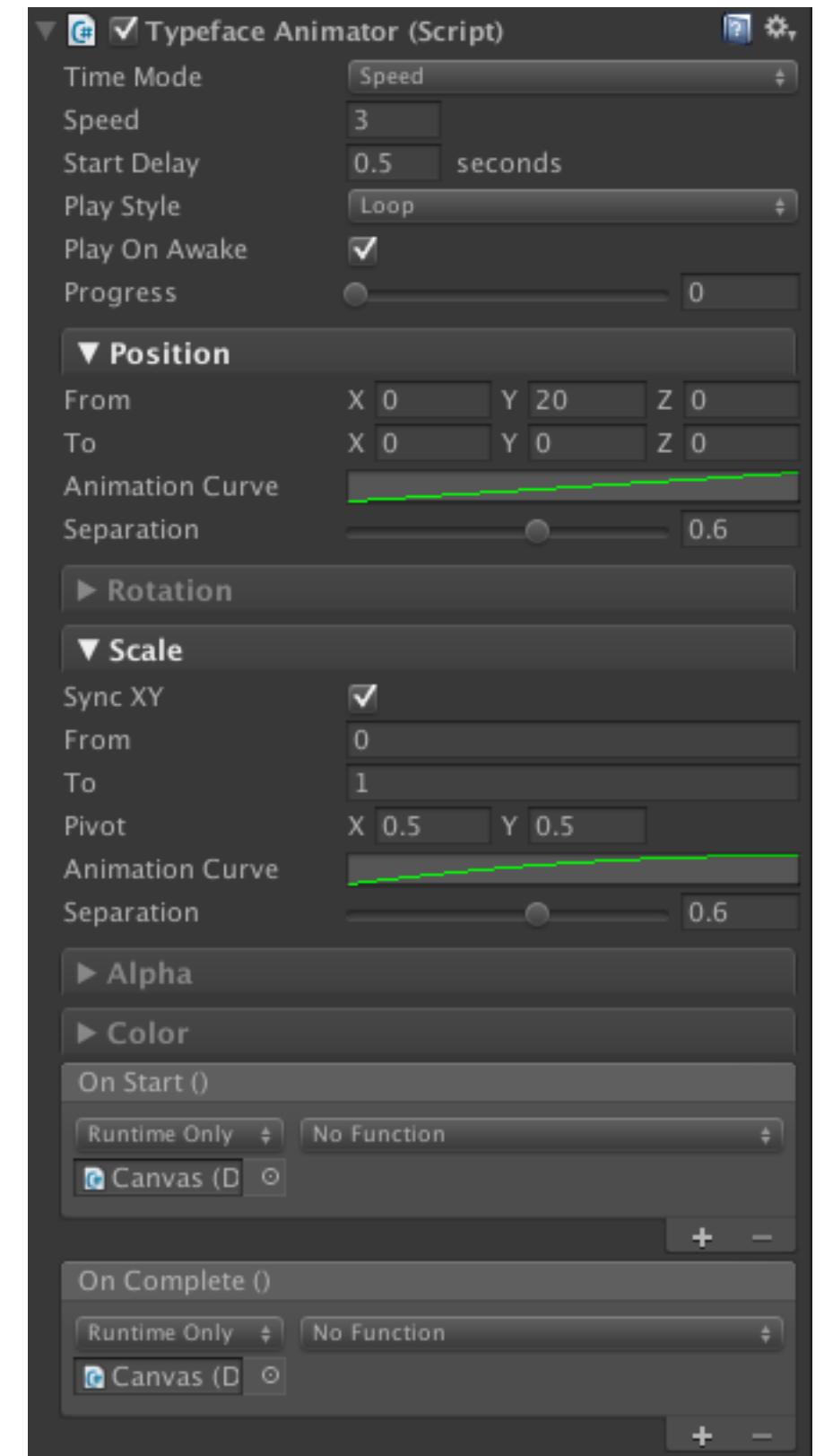
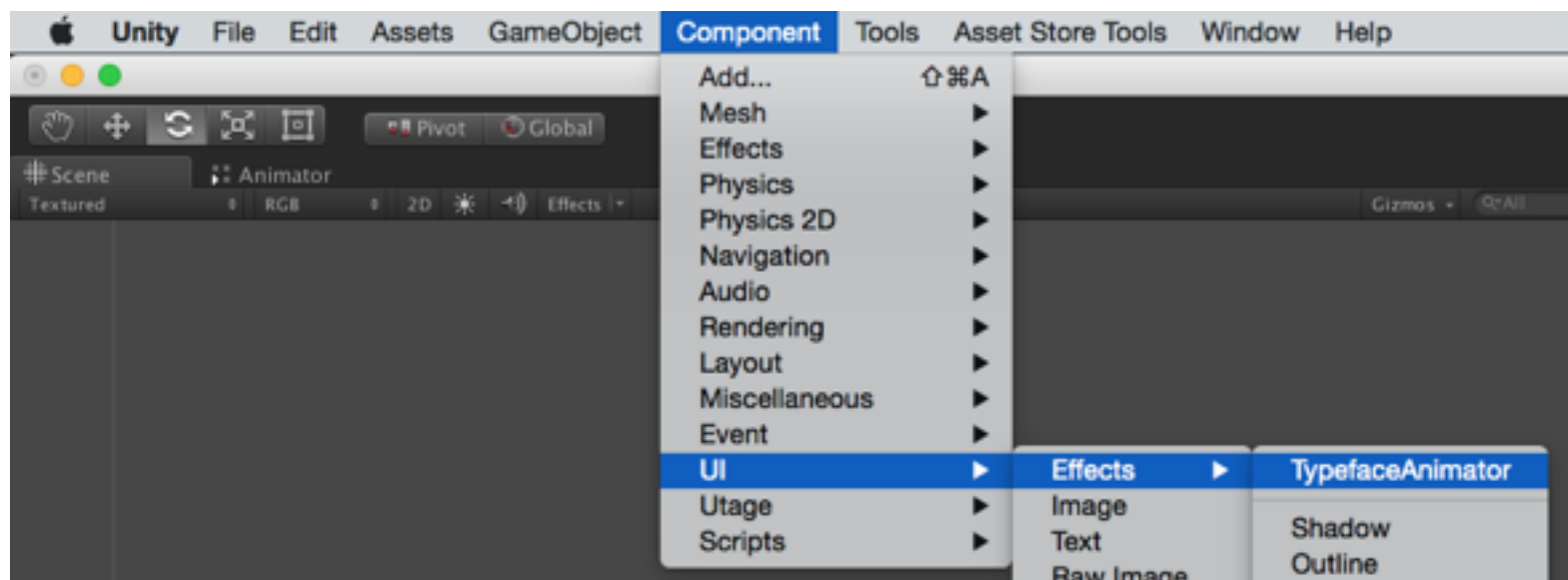
Typeface Animator is a simple powerful, and easy animation control plugin for Unity UI (uGUI). All you need to do is add this component to a Text object and set some parameters.

## Features

- Works with Unity UI Text.
- Animate character position, rotation, scale, alpha, color with animation curve.
- Full C# source code.
- Compatible with Unity 4.6.x/5.0.x
- Supports all Unity player platforms.
- Supports callback function.

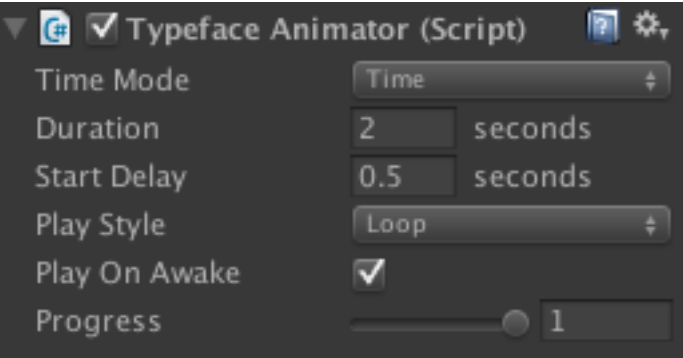
## Quick Start

Add TypefaceAnimator component to Text object.



# Inspector Setting Guide

## Basic Setting



**Time Mode** An enumeration of the type of duration.

- Time = In seconds the animation will take to complete.
- Speed = Used instead of time to allow animation based on character number of the text.

**Start Delay [float]** Time in seconds the animation will wait before beginning.

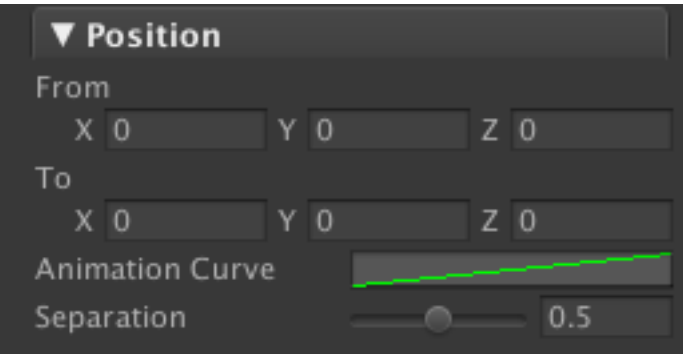
**Play Style** An enumeration of the type of loop.

- None = Don't loop
- Loop = Rewind and replay.
- Ping Pong = Ping pong the animation back and forth.

**Play On Awake [bool]** If it's checked, the animation will automatically start playing on enable.

**Progress [float (0-1)]** The current progress of the animation (0-beginning / 1-end).

## Position Setting



Activate and open position setting, when this tab is pressed.

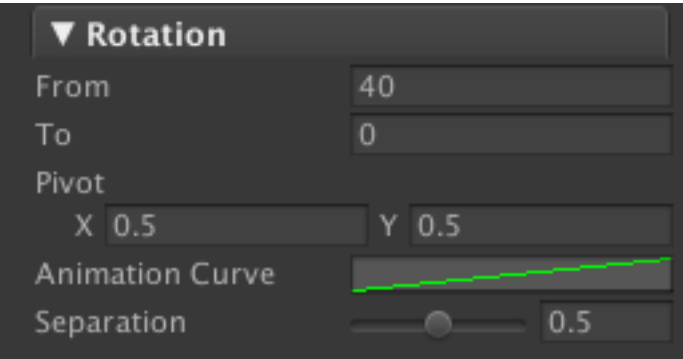
**From [vector3]** For the initial offset of position.

**To [vector3]** For the final offset of position.

**Animation Curve [vector3]** Shape of the easing curve applied to the animation.

**Separation [float (0-1)]** The degree of character animation order. (0-at the same time / 1-in turn).

# Rotation Setting



Activate and open rotation setting, when this tab is pressed.

**From [float]** For the initial rotation Z.

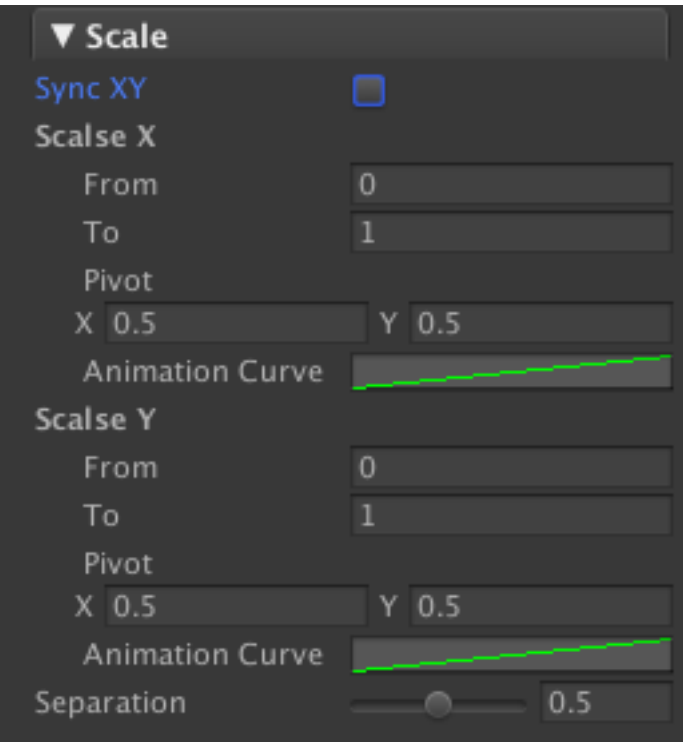
**To [float]** For the final rotation Z.

**Pivot [vector2]** Location of the sprite's pivot point. Default is center (0.5, 0.5).

**Animation Curve [vector3]** Shape of the easing curve applied to the animation.

**Separation [float (0-1)]** The degree of character animation order. (0-at the same time / 1-in turn).

# Scale Setting



Activate and open scale setting, when this tab is pressed.

**Sync XY [bool]\*** If it's not checked, X and Y use different value.

**From [float]** For the initial scale.

**To [float]** For the final scale.

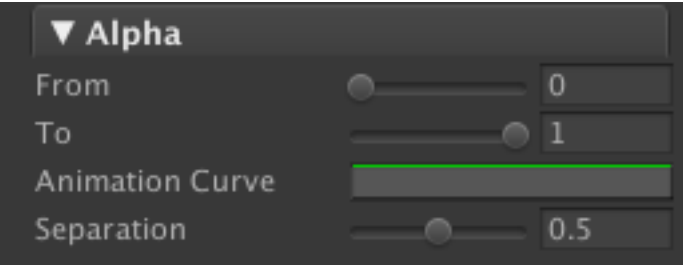
**Pivot [vector2]** Location of the sprite's pivot point. Default is center (0.5, 0.5).

**Animation Curve [vector3]** Shape of the easing curve applied to the animation.

**Separation [float (0-1)]** The degree of character animation order. (0-at the same time / 1-in turn).

\*If Sync XY is checked, X and Y use same value.

# Alpha Setting



Activate and open alpha setting, when this tab is pressed.

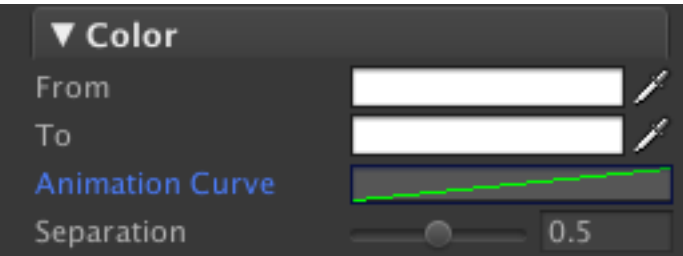
**From [float]** For the initial alpha.

**To [float]** For the final alpha.

**Animation Curve [vector3]** Shape of the easing curve applied to the animation.

**Separation [float (0-1)]** The degree of character animation order. (0-at the same time / 1-in turn).

# Color Setting



Activate and open color setting, when this tab is pressed.

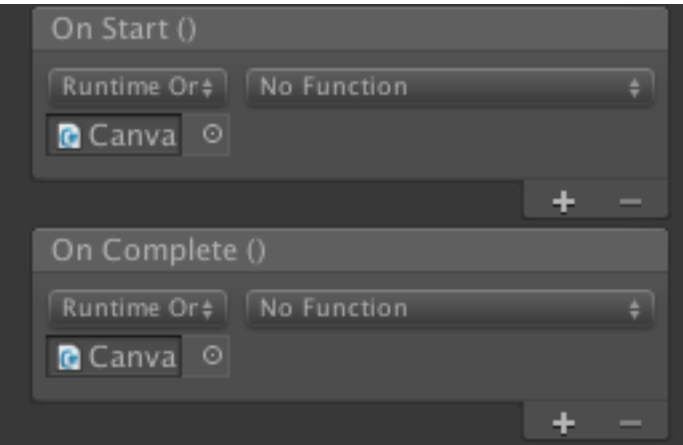
**From [float]** For the initial color.

**To [float]** For the final color.

**Animation Curve [vector3]** Shape of the easing curve applied to the animation.

**Separation [float (0-1)]** The degree of character animation order. (0-at the same time / 1-in turn).

# Callback Function Setting



The Following callback functions are available to use with Unity Event System.

**OnStart [function]** The Assigned function to launch at the beginning of the animation.

**OnComplete [function]** The Assigned function to launch at the end of the animation.

# API

## Variables

timeMode [TypefaceAnimator.TimeMode]

An enumeration of the type of duration.

duration [float]

In seconds the animation will take to complete.

speed [float]

Used instead of time to allow animation based on character number of the text.

delay [float]

Time in seconds the animation will wait before beginning.

style [TypefaceAnimator.Style]

An enumeration of the type of loop.

playOnAwake [bool]

If it's checked, the animation will automatically start playing on enable.

progress [float]

The current progress of the animation (0-beginning / 1-end).

isPlaying [bool]

Is it playing now? (read only)

usePosition [bool]

If it's true, activate move animation.

useRotation [bool]

If it's true, activate rotate animation.

useScale [bool]

If it's true, activate scale animation.

useAlpha [bool]

If it's true, activate alpha animation.

useColor [bool]

If it's true, activate color animation.

onStart [UnityEvent]

The Assigned function to launch at the beginning of the animation.

onComplete [UnityEvent]

The Assigned function to launch at the end of the animation.

positionFrom [vector3]	For the initial offset of position.
positionTo [vector3]	For the final offset of position.
positionAnimationCurve [AnimationCurve]	Shape of the easing curve applied to the animation.
positionSeparation [float]	The degree of character animation order. (0-at the same time / 1-in turn).
rotationFrom [float]	For the initial rotation Z.
rotationTo [float]	For the final rotation Z.
rotationPivot [vector3]	Location of the sprite's pivot point. Default is center (0.5, 0.5).
rotationAnimationCurve [AnimationCurve]	Shape of the easing curve applied to the animation.
rotationSeparation [float]	The degree of character animation order. (0-at the same time / 1-in turn).
scaleSyncXY [bool]	If it's not checked, X and Y use different value.
scaleFrom [vector3]	For the initial scale. If scaleSyncXY is false, it is used as scale X.
scaleTo [vector3]	For the final scale. If scaleSyncXY is false, it is used as scale X.
scalePivot [vector3]	Location of the sprite's pivot point. If scaleSyncXY is false, it is used as scale X.
scaleAnimationCurve [AnimationCurve]	Shape of the easing curve applied to the animation. If scaleSyncXY is false, it is used as scale X.
scaleFromY [vector3]	For the initial scale. It's able to use scaleSyncXY is false only.
scaleToY [vector3]	For the final scale. It's able to use scaleSyncXY is false only.
scalePivotY [vector3]	Location of the sprite's pivot point. It's able to use scaleSyncXY is false only.
positionAnimationCurveY [AnimationCurve]	Shape of the easing curve applied to the animation. It's able to use scaleSyncXY is false only.
scaleSeparation [float]	The degree of character animation order. (0-at the same time / 1-in turn).

alphaFrom [vector3]	For the initial alpha.
alphaTo [vector3]	For the final alpha.
alphaAnimationCurve [AnimationCurve]	Shape of the easing curve applied to the animation.
alphaSeparation [float]	The degree of character animation order. (0-at the same time / 1-in turn).
colorFrom [float]	For the initial color.
colorTo [float]	For the final color.
colorAnimationCurve [AnimationCurve]	Shape of the easing curve applied to the animation.
colorSeparation [float]	The degree of character animation order. (0-at the same time / 1-in turn).

## Public Function

Play()	Start this animation.
Stop()	Stop this animation.

## Tips

This plugin includes animation curve preset. You are free to use this one.

