

Sprite Text

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Font

To create use menu command:

Assets → Create → Sprite Font

Properties:

| Property | Description |
|----------------|---|
| Layout | Xml markup of the font. |
| Textures | Array of font atlases. |
| Materials | Array of materials used to render the text. |
| Pixel To Units | Scale factor for mapping pixels in the graphic to units in world space. |

SpriteText

To create use menu command:

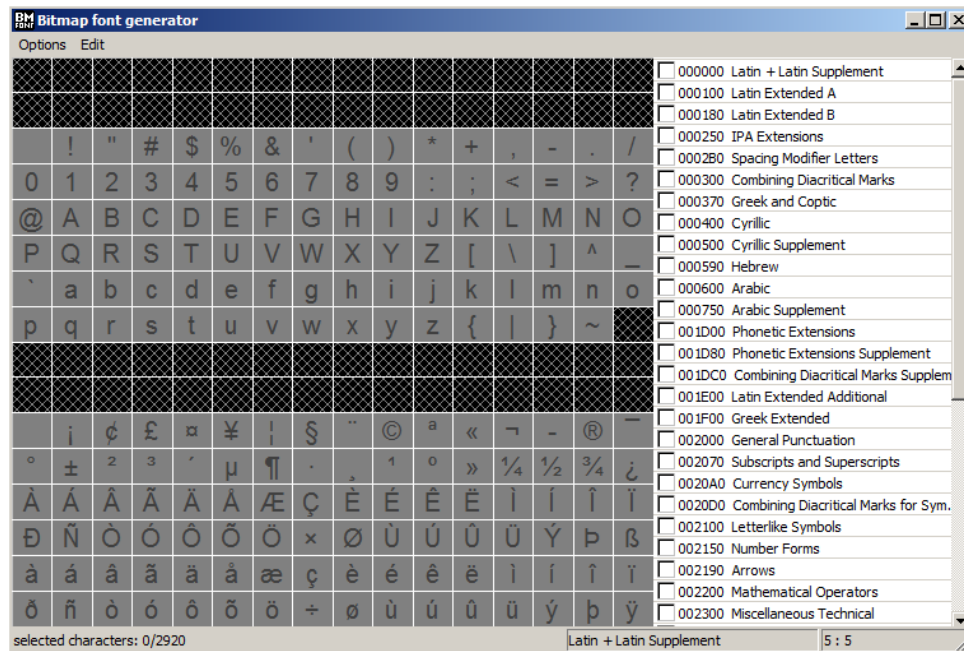
GameObject → Create Other → Sprite Text

Properties:

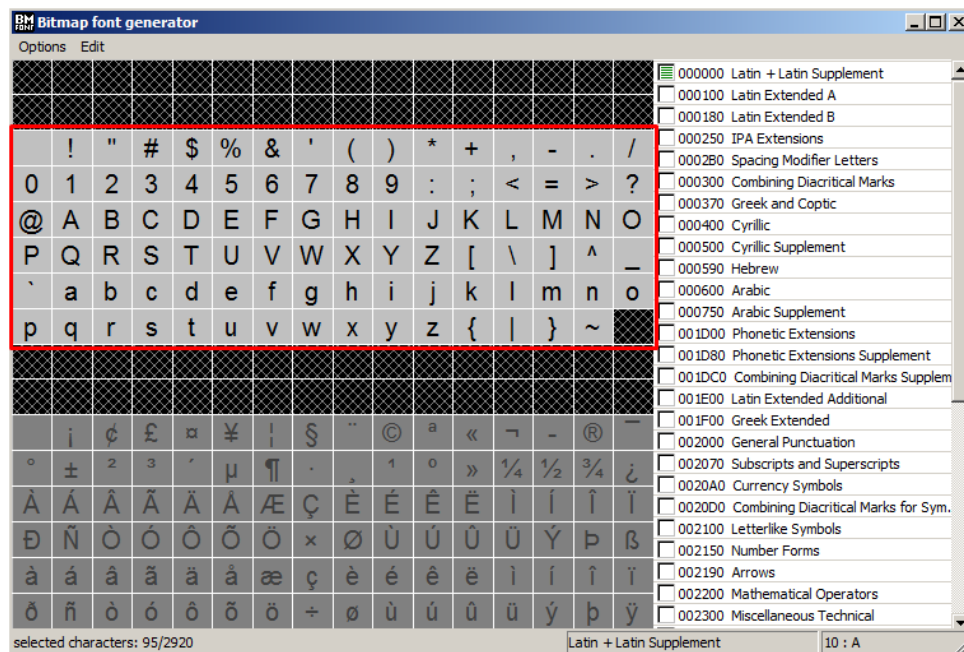
| Property | Description |
|-----------------|--|
| Font | The SpriteFont to use when rendering the text. |
| Sorting Layer | The layer used to define this sprite's overlay priority during rendering. |
| Order In Layer | The overlay priority of this sprite within its layer. Lower numbers are rendered first and subsequent numbers overlay those below. |
| Capacity | The maximum number of characters in text. |
| Pivot | Location relative to the GameObject coordinates. |
| Alignment | Horizontal line alignment. |
| Line Wrap | Indicates whether to wrap lines. |
| Line Width | Indicates line width if line wrapping is enabled. |
| Scale | The scale of the text relative to the parent. |
| Use Gradient | Indicates whether to use gradient. |
| Use Inline | Indicates the inline color is supported |
| Color | Color of characters (available only if gradient using is disabled) |
| Top Gradient | Color of characters (available only if gradient using is enabled) |
| Bottom Gradient | Color of characters (available only if gradient using is enabled) |
| Text | Text of the SpriteText. |

Font Creating

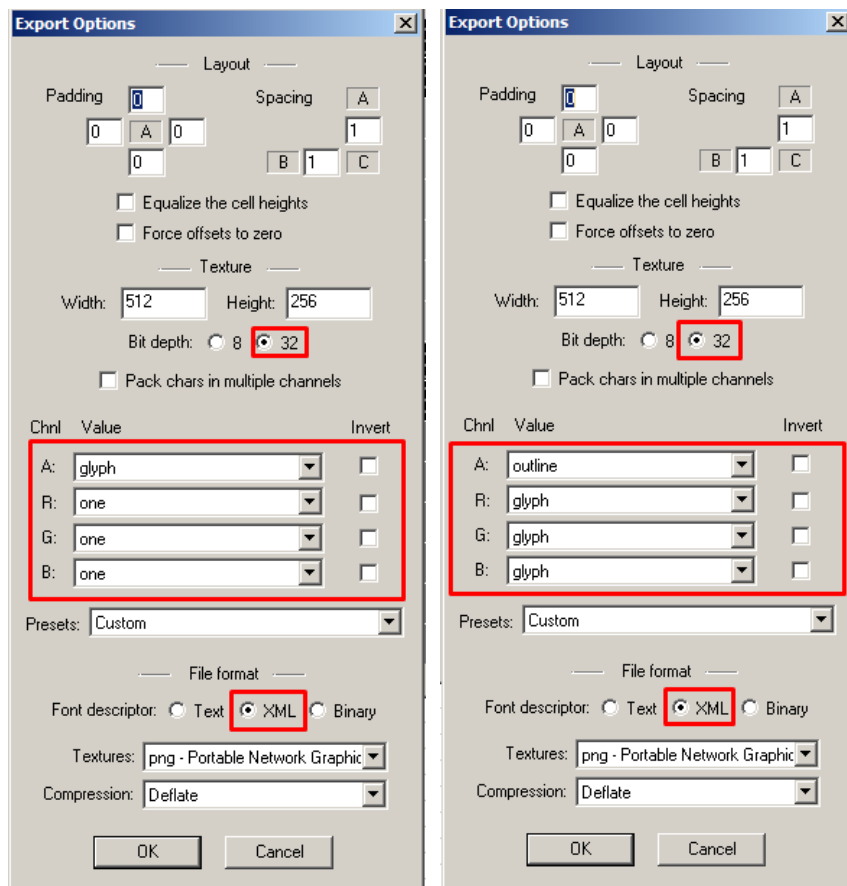
1. Open "Bitmap font generator" (BM Font) application:



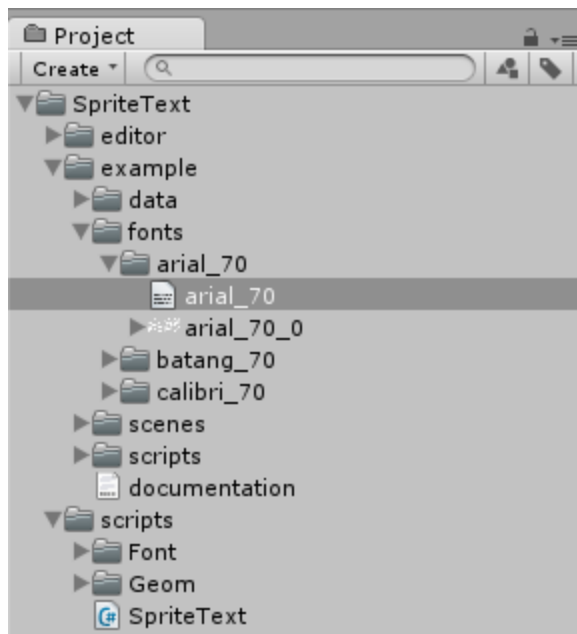
2. Choose needed font (Option → Font settings) and characters:



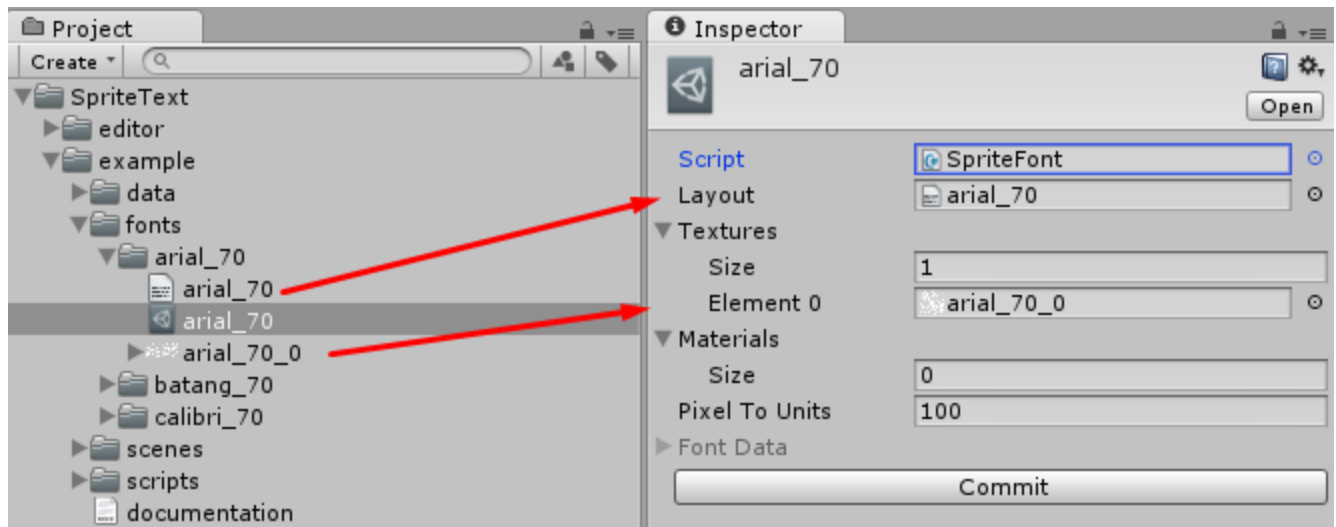
3. Open export options window (Options→ Export Options), set one of next options (with or without outline) and press Ok.:



4. Save bitmap font (Options → Save bitmap as...) into your project.



5. Create SpriteFont in Unity (Assets → Create → Sprite Font), set textures and layout generated by BMFont and press Commit



6. Create new Sprite Text (GameObject → Create Other → Sprite Text) and set font

