



ULTIMATE UI TOOLKIT

Curved Text Guide

License Agreement for CurvedText

IMPORTANT: PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THIS SOFTWARE.

License Grant

Xander Develops ("Licensor") grants to the user ("Licensee") a non-exclusive, non-transferable, worldwide right to use the software, "CurvedText" (the "Software"), provided with this agreement for use in Licensee's software projects.

Restrictions

Licensee shall not:

Distribute, sell, lease, rent, lend, or sublicense the Software or any part of it to any third party.

Ownership

The Software is owned by Licensor and is protected by copyright law and international copyright treaty provisions. The Licensee does not acquire any rights of ownership in the Software.

Termination

This License is effective until terminated. The License will terminate immediately without notice from Licensor if Licensee fails to comply with any provision of this License. Upon termination, Licensee must destroy all copies of the Software.

Disclaimer of Warranty

The Software is provided "AS IS," without warranty of any kind, express or implied. Licensor does not warrant that the operation of the Software will be uninterrupted or error-free.

Limitation of Liability

Licensor shall not be liable for any direct, indirect, incidental, special, or consequential damages arising out of the use or inability to use the Software.

General

This License is the complete statement of the agreement between Licensor and Licensee and supersedes all proposals, oral or written, and all other communications between the parties relating to the subject matter of this License.

By using the Software, you are agreeing to be bound by the terms of this License. If you do not agree to the terms of this License, do not install or use the Software.

Table of contents

Installation.....	4
Setup.....	4
To use the CurvedText, follow these steps:.....	4
Properties.....	5
Usage.....	6
To apply changes to texts:.....	6
Support.....	7

CurvedText Component Documentation

The CurvedText component is a powerful tool designed for Unity developers looking to streamline the process of modifying text properties across their projects. With support for TextMeshPro, it offers flexibility in changing font properties, including font asset, size, color, alignment, character spacing, and style, on a large scale or selectively.

Installation

1. Download the CurvedText package from the Unity Asset Store.
2. Import the package into your Unity project by navigating to Assets > Import Package > Custom Package... and selecting the downloaded package.

Setup

To use the CurvedText, follow these steps:

1. Navigate to the GameObject that you want to attach the CurvedText component to. This can be an empty GameObject used as a manager or any other object in your scene.
2. With the GameObject selected, go to the Inspector and click Add Component. Search for CurvedText and add it to your GameObject.

Properties

- Curve: Adjust the curvature of the text to create a visually appealing arc or shape.
- Spacing: Determines the distance between characters.
- Flatness threshold: This value determines the flatness of the text along the curve. The flatness threshold divides the curve into sections, controlling how closely the text follows the curvature. A lower threshold results in a tighter curve, while a higher threshold allows for a flatter appearance, creating a smoother text line.
- Angular offset: Control the rotation of the text along the curve, allowing for dynamic adjustments to the text orientation relative to the curve's shape.

Usage

To apply changes to texts:

- Add the CurvedText component to your text object.
- Configure your CurvedText component by setting the appropriate values according to your needs.

Support

For support, questions, or more information, please email me at
infoxanderdevelops@gmail.com

You can also find me on youtube as [Xander Develops](#) 😊

Feel free to request tutorials, assets and/or check out my other projects!

You can check my portfolio at: xanderdevelops.github.io