

Typing FX Pro: Ultimate Edition Documentation

Overview

Typing FX Pro is a Unity asset designed to animate text with a variety of unique effects. Using this asset, you can apply effects like **typewriter** animations, **fading** text, **zooms**, **color transitions**, and even more complex effects like **twisting**, **ripples**, and **hurricane-style text**. This documentation will guide you through the installation, setup, and use of Typing FX Pro, along with details of each effect and its configuration.

Installation

1. Import the Package

Import the **Typing FX Pro: Ultimate Edition** package into your Unity project by navigating to Assets -> Import Package -> Custom Package, and then selecting the **Typing FX Pro: Ultimate Edition** Unity package file.

2. Requirements

Make sure you have the following Unity packages installed in your project -> TextMeshPro: Typing FX Pro utilizes TextMeshPro for all text animations.

Note: If TMP is not installed in your project, Unity will prompt you to install it via the Package Manager when you open the project.

3. Setup

Once imported, you'll find the **Typing FX Pro: Ultimate Edition** folder under the **Assets/Intelligent Labs/Typing FX Pro/** directory. This folder contains all the necessary scripts and assets for the effects.

Using Typing FX Pro

1. Add the TextDisplay Component

- Create an empty game object in your scene, e.g. **"TextEffectController"**.
- Attach the **Effect Manager & TextDisplay** scripts from the scripts folder to your game object.

2. Configure Your Text Animation

In the **Inspector**, you'll see the TextDisplay component, where you can:

- Enter the text in the **Full Text** field.
- Select an effect from the **Effect Type** dropdown.
- Adjust effect-specific settings such as duration, speed, color, and direction.
- Optionally, set a **Start Delay** for when the effect begins.

3. Triggering the Effect (via UI Button)

Create an UI button and call On Click -> **TextDisplay.TriggerSelectedEffect**.

You can also manually trigger the effect in code by calling the **TriggerSelectedEffect()** from the **TextDisplay** script from anywhere.

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Features:

1. **Blur In:** Text appears with a blur that gradually clears.
2. **Blur N Fall:** Blurry text falls into place.
3. **Cinematic Distortion:** Distorted text animation with cinematic style.
4. **Fade In:** Text fades in gradually.
5. **Fade Out:** Text fades out smoothly.
6. **Flash Reveal:** Text flashes into visibility with quick bursts.
7. **Glitch:** Text flickers with glitch-like distortion.
8. **Gradient Fade:** Text color shifts in a gradient pattern.
9. **Hurricane:** Text swirls like a hurricane before settling.
10. **Jitter:** Text shakes with a jittery motion.
11. **Light Sweep:** A light sweeps across the text, illuminating it.
12. **Meteor Shower:** Text falls like meteors with trails and impact.
13. **Rainbow:** Each letter appears in random colors.
14. **Ripple:** Text ripples, mimicking water waves.
15. **Shimmer:** Text shimmers with a glowing effect.
16. **Slide In:** Text slides into view from different directions.
17. **Storm:** Violent, stormy motion distorts the text.
18. **Typing Bounce:** Each typed letter bounces into place.
19. **Typewriter:** Text appears letter-by-letter, like typing.
20. **Zoom In:** Text zooms in from a distance.
21. **Zoom Out:** Text zooms out to disappear.

TYPING FX PRO

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★ **EDITION** ★

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