

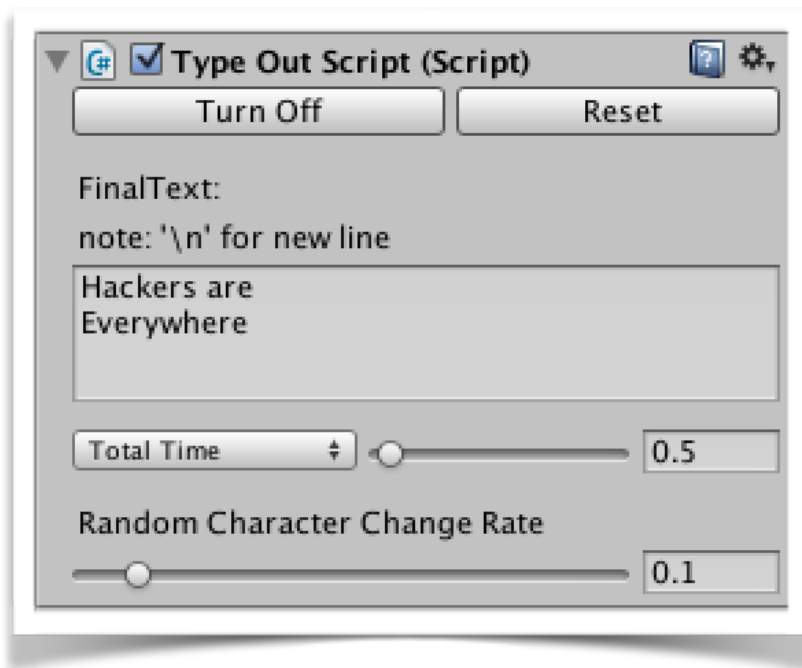
# TypeOut a Unity3d Script

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This script will render text on the screen, please see [Demo](#)

Below is a little overview of the variables you can see in the Unity UI



Turn off/Turn on: this is a simple switch

Reset: This is clear the text, and prepare to replay it.

FinalText: Is the text that will be seen when the script is done.

Note: type “\n” with out the quotes for a new line, it will update when you click off the field.

TimeType: This can be the total time it will take for the text to appear, or the rate in which each character appears.

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Random Character Change Rate: This is the rate a new random character appears.