

Setup Guide

1. Create an empty GameObject on the scene, name it whatever you like and place it wherever you like. The name and position of the object don't matter.
2. Attach **Tooltip.cs** from the scripts folder to the created object.
3. Edit the variables to your liking and you're done. You can also create a script that will edit those variables in runtime. For instance, if you have an inventory in which every item is a GameObject and every item needs to show a tooltip, you can attach **Tooltip.cs** to the item game object and in a script you have on the item, let's say item.cs, you can access the Tooltip script and edit its variables. For detailed info on this kind of use, check the **ExampleItemClass.cs** in Scripts -> Example Script. It's a reference script showing you the process of integrating the Tooltip script into one of your own scripts.

Variable Guide

Draw On Object

If unchecked, the tooltip will be drawn based on a rectangle in 2D space.

If checked, the tooltip will be drawn based on a Game Object in 3D space.

Don't let this confuse you, the tooltip will always be drawn in 2D space, but it can either be based on a rectangle or a real Game Object.

Important: If you check this variable, make sure you place **MouseOnObject.cs** from the Scripts folder on the game object you want the tooltip to be drawn upon. Also the game object must have a collider attached.

Follow Mouse

If checked, the tooltip will follow the mouse.

If unchecked, the tooltip will hover in place.

Gui Item Rect

This is used for rectangle properties if Draw On Object is unchecked.

If Draw On Object is unchecked, this has no effect.

Object Transform

The transform of the game object you want the tooltip to be drawn on.

If Draw On Object is unchecked, this has no effect.

Tooltip Offset

The x and y distance of the tooltip from the mouse in pixels.

Use Multiple Fonts

If checked you will need to specify a font in each of the lines of Left Side Text and Right Side Text.

If unchecked, specify a font in the Font variable.

Use Multiple Font Styles

Same as Use Multiple Fonts, except this edits the font style, not the font itself.

Font

If Use Multiple Fonts is unchecked, specify a font in the Font variable.

Otherwise it has no effect.

Font Style

If Use Multiple Font Styles is unchecked, specify a font style in the Font Style variable.

Otherwise it has no effect.

Font Size

The size of the font.

Spacing

The spacing of the tooltip content in pixels.

Window Width

The width of the tooltip in pixels.

Window ID

If you have any scripts that use windows beside this, make sure that this window's ID is different than all other in your project. If you have multiple tooltips, all of them can have the same Window ID because they are never active at the same time.

Background GUIStyle

This GUI Style is used ONLY for the tooltip background. The reason for it being a GUI style instead of a plain texture is the border setting. The tooltip size is dynamic so if you wanted a rounded rectangle like in the example images, you

wouldn't be able to accomplish that. So, the only things that matter here are the Background under Normal and Border.

Left Side Text

The text on the left side based on lines.

Size: The number of lines on the left side.

Text: The text the line will display.

Font: The font of this line. Has effect only if Use Multiple Fonts is checked.

Font Style: The font style of this line. Has effect only if Use Multiple Font Styles is checked.

Color: The color of this line.

Right Side Text

The text on the right side based on lines.

Size: The number of lines on the right side.

Text: The text the line will display.

Font: The font of this line. Has effect only if Use Multiple Fonts is checked.

Font Style: The font style of this line. Has effect only if Use Multiple Font Styles is checked.

Color: The color of this line.

Line: The line this text will be displayed on.

Contact Info

If there's anything you want to know or you have something to report, please contact me at sebastian.ujhazi@gmail.com.