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1. Introduction

The **TextToTextMeshProConverter** tool automates the conversion of Unity's legacy Text components to TextMeshPro components, preserving essential settings such as font, alignment, color, and style. It also provides the option to replace old fonts with new TMP fonts.

2. Installation

1. Download the package from the Unity Asset Store or from the repository.
2. Ensure you have **TextMeshPro** installed in your project (Window > TextMeshPro > Import TMP Essentials).

3. Setup Guide

Step 1: Installing TextMeshPro

Make sure that **TextMeshPro** is installed in your project. If it is not installed, go to **Window > TextMeshPro > Import TMP Essentials** to install it.

Step 2: Adding the Converter Script

1. Add the TextToTextMeshProConverter script to your project.
2. Attach the script to a GameObject in the scene that contains Text components you wish to convert.

Step 3: Using the Tool

1. After attaching the script, fill in the Font Replacements array in the Unity Inspector if you want to map old Unity fonts to TextMeshPro fonts.
2. In the Unity Editor, right-click on the GameObject containing the Text components you wish to convert.
3. Navigate to **CONTEXT > TextToTextMeshProConverter > Convert Text to TextMeshPro** from the context menu.
4. The tool will automatically convert all Text components in the GameObject and its children to TextMeshProUGUI components, preserving settings like font size, alignment, color, and more.

4. Script Reference

TextToTextMeshProConverter

This class manages the conversion of legacy Unity Text components into TextMeshPro components. It provides an option to map old fonts to TextMeshPro fonts.

Public Methods:

- `ConvertTextComponents()`: Converts all Text components in the GameObject and its children to TextMeshProUGUI.

Private Methods:

- `ConvertTextInChildren(Transform parent)`: Recursively searches for Text components in child objects and converts them.
- `MapFontStyle(FontStyle fontStyle)`: Maps Unity's FontStyle to TextMeshPro's FontStyles.
- `MapTextAnchorToTMPAlignment(TextAnchor anchor)`: Maps Unity's TextAnchor to TextMeshPro's TextAlignmentOptions.
- `GetReplacementFont(Font oldFont)`: Searches for a corresponding TextMeshPro font for an old Unity font.

FontReplacement

This class represents a mapping between an old Unity Font and a new TMP_FontAsset. You can configure these mappings in the Unity Inspector.

Public Fields:

- `Font oldFont`: The original Unity font.
- `TMP_FontAsset newFont`: The TextMeshPro font to replace the old font.

5. Frequently Asked Questions (FAQ)

Q: Will this tool break any existing functionality? A: No, the tool ensures that all essential properties are carried over from Text to TextMeshPro.

Here's a note explaining the loss of text references in scripts due to the change from Text to TextMeshPro components:

Important Note:

When using the **TextToTextMeshProConverter**, any direct references to Text components in your scripts will no longer work after conversion. This is because the Unity Text component and TextMeshPro's TextMeshProUGUI component are not directly interchangeable.

To avoid errors or missing references, you will need to update all scripts that reference Text components to work with TextMeshProUGUI after conversion. Make sure to review and modify all relevant scripts accordingly.

Q: What happens if I don't specify font replacements? A: If no replacement is specified, the default TMP font will be used for the converted components.

6. Support

If you encounter any issues, feel free to contact support through the Asset Store or the official documentation page.