# Ultimate Text Damage

Thank you for purchasing Ultimate Text Damage. uTextDamage uses a pool system for all the floating text, each different text is a prefab that needs to be assign on the TextDamageManager.

Here's a quick start guide on how to set it up.

1. **Drag and drop** on the scene the **TextDamageManager** (World space, Screen space or UI). Note that you can have multiple managers in the scene.
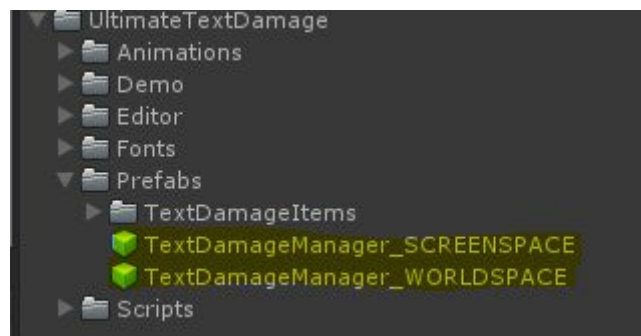
2. **Set up the Canvas and Camera references**. The Camera reference will be used only when "convert from camera" option is enabled. See example scene "demo_textmeshpro" to select the best configuration for your goal.

3. **Add the UITextDamage items** that will be used in the list. You can add as many items as you want, just be sure **NOT to duplicate any key**. Each item can have its new visuals and animation (see the section below on how to customize UITextDamage items).

By default the number of instances of the pool for every item is 20, you can change this to any number. just to note that if the pool runs out of available items a new item will be instantiated.
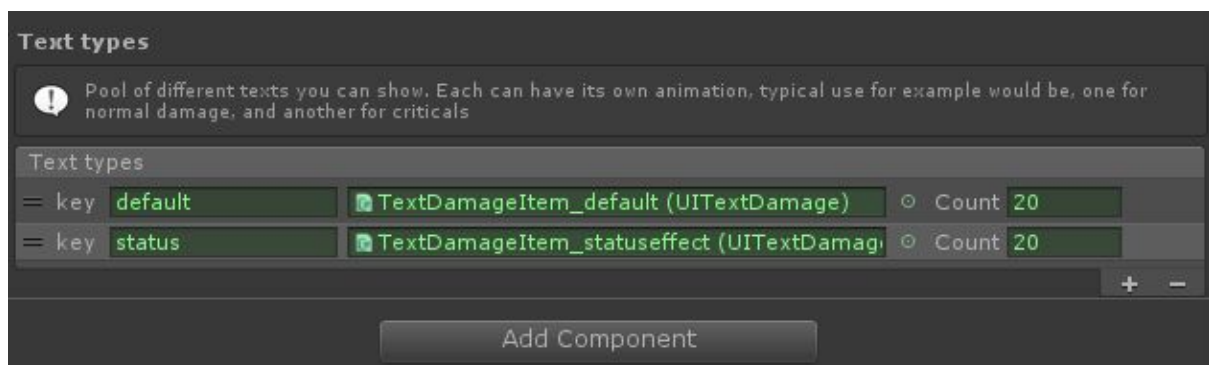
4. **Call the method** from an instance of UltimateTextDamageManager.Add with the **text**, a **transform** that will act as where will it show and the **key** to use. For example:

```
textManagerInstance.Add( damage , transform , "critical" );
```

It is also possible to pass a position instead of a transform, however, the 'no overalping' and 'follow target' features will not work.

<div align="center">textManagerInstance.Add(damage , transform.position , "critical");</div>

Customizing items

You can customize **UITextDamage** items to change its visuals or the animation. Simply change the Text or TextMeshProUGUI component. You can create new animations and animation controllers and assign them to the new item, just make sure the animation has an AnimationEvent at the end that calls the **End( )** method. This will allow the manager to know that the item can be used again.
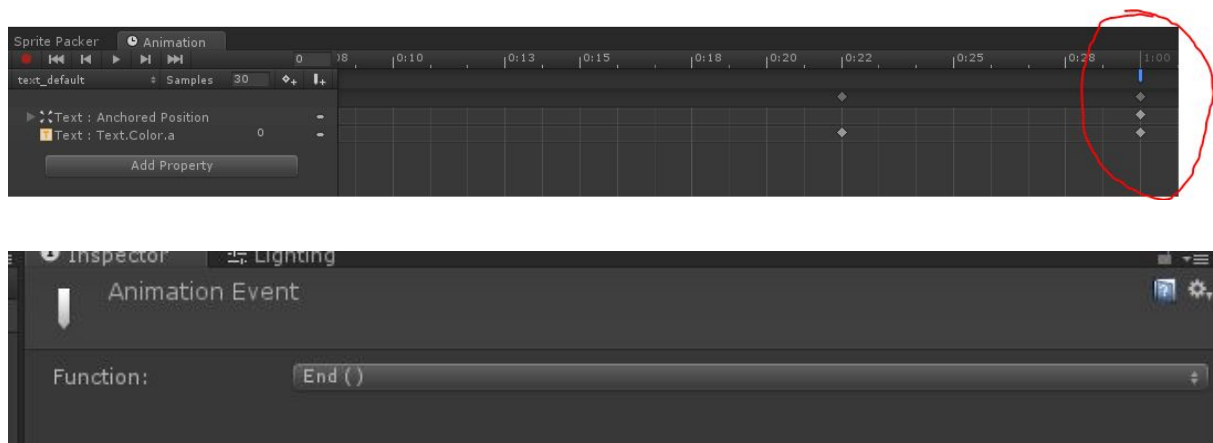

Using TextMeshPro

It is now possible to use TextMeshPro if you are using Unity 2018.1 or newer. If you haven't already, through the Unity package manager install TextMeshPro.
After, open the 'Window/UltimateTextDamage' preferences window and tick 'Use TextMeshPro'
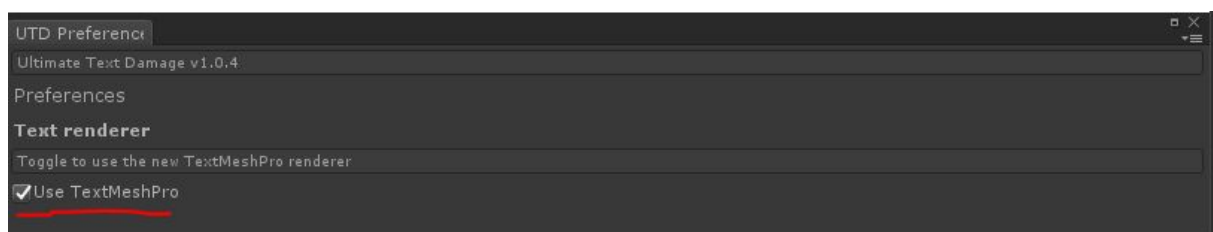
After enabling 'Use TextMeshPro' all current TextDamage items using the old 'Text' won't work. You will have to modify your current items to support TextMeshPro or use existing ones from the Prefabs folder (see the demo scene 'demo_textmeshpro').
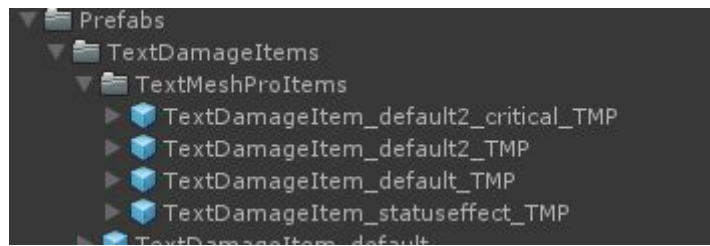
If you have any technical issues or suggestions feel free to mail them at guirimarcunity@gmail.com