

# Sequencer / Message

Namespace **Playniax.Sequencer**

Inherits from **SequenceBase**

Script can be found in **Assets/Playniax/Framework/Sequencer/Scripts (MonoBehaviour)/Message.cs**

Public fields	Description
<code>string text = "Get Ready For Wave %WAVE%"</code>	The message to display.
<code>float sustain = 1</code>	Time to wait before fading
<code>float fadeTime = 1.5f</code>	Fading display time
<code>Font font</code>	Font
<code>int fontSize = 32</code>	Font size
<code>Color fontColor = Color.white</code>	Font color