RichText Handler API reference

Instance members	
Fields	**Description**
string text	The text contained in this RichText object.
Color32 color	The color of the text.
bool bold	True for bold text.
bool italic	True for italic text.
Properties	
float alpha	Get: returns alpha value of color field. Set: sets alpha value of color field.
Color32 gradientColor	Get: returns the gradient color of the object. Set: sets the gradient color and mark the object instance as "Gradient RichText"
bool isGradient	Get: returns True if this RichText object instance is marked as Gradient. Set: if true, mark this object instance as gradient. If value is false. Mark this object as normal RichText and gradientColor will be removed.
string HexColor	Get: returns color field as hexColor string. Set: sets the color field based on given HexColor string.
Constructors	
public **RichText**(string text, Color32 color, bool bold, bool italic)	Default contructor for RichText objects.
public **RichText**(string text, Color32 color, Color32 GradientColor bool bold, bool italic)	Default contructor for Gradient RichText Objects.

Static Methods	
Method Name	**Description**
Color2Hex *public static **string** Color2Hex (Color32 c)*	Takes **Color** or **Color32** and returns Hex color as **string**. In example, if takes **Color. Red** returns "#FF0000FF".
Hex2Color *Public static **color32** (string hexColor)*	Takes Hex color **string** and returns the same color in a Color32 object.
ValidHexColor *public static **bool** validHexColor(string hexcolor)*	A check if Hex Color string is valid, if it is, returns true, else, returns false.
Paint Overload 1 *public static **string** Paint* *(string txt, Color32 color, bool bold, bool italic)*	This is to create "Baked-RichText", it means print the given text with the color and style into a **string** object. *"Baked-RichTex" cannot be modified by this plugin.*
Paint Overload 2 *public static **string** Paint* *(string txt, string HexColor, bool bold, bool italic)*	The same method, but this takes Hex Color **string** instead of **Color**/**Color32**
PaintGradient *public static **string** PaintGradient* *(string Text, Color32 Color1, Color32 Color2, bool Bold, bool Italic)*	This is a variant of "Paint" method that linearly interpolates 2 colors across the whole string and returns the "baked-RichText" **string**.