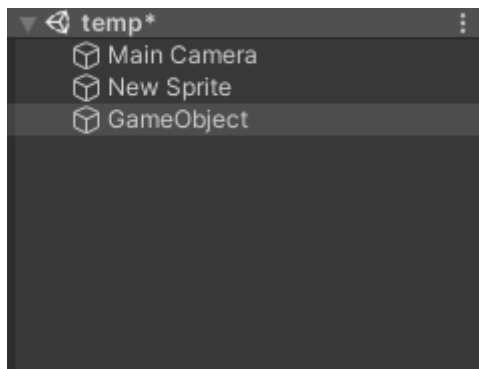# HOW TO USE

1 - Needed Objects

- You need an empty sprite to be instantiated later or make a prefab from it if you want.

- Each text should be an empty game object for better organization, however, you can use any object to be the parent of the instantiated sprites.
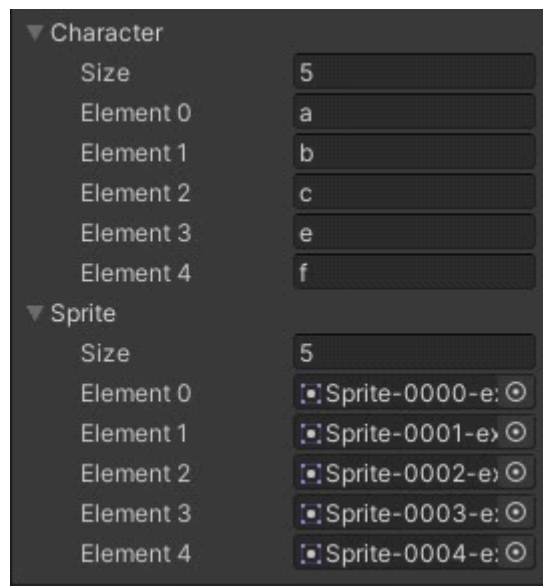

2 - Script ans specifications

- Assign the script to each game object that would be the parent.

- Assign your empty sprite to the public sprite "Main Sprite".
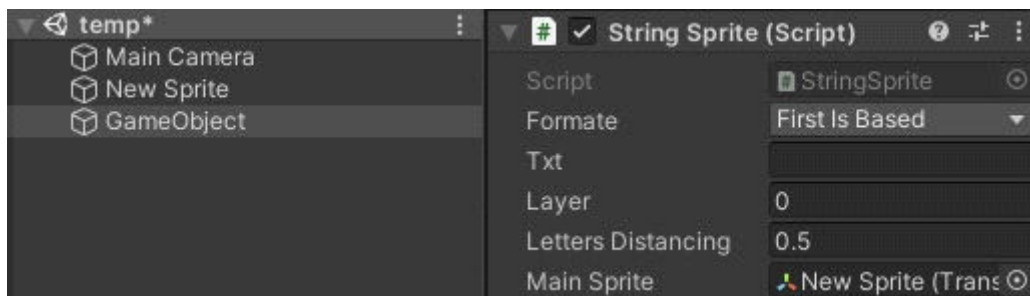
- Choose how many characters would you use, and the sprite size should be the same, then, each sprite you assign will be the sprite that appears to the cooresponding character you write, and note that it is case sensitive -> 'A' is not the same as 'a'.

▼ Character
Size	5
Element 0	a
Element 1	b
Element 2	c
Element 3	e
Element 4	f

▼ Sprite
Size	5
Element 0	Sprite-0000-e:
Element 1	Sprite-0001-e>
Element 2	Sprite-0002-e>
Element 3	Sprite-0003-e:
Element 4	Sprite-0004-e:

- Write your desired text in the "Txt" public string variable and let theese other tools bring you your desired look.

▼ # ✓ String Sprite (Script)
Script	StringSprite
Formate	First Is Based
Txt	
Layer	0
Letters Distancing	0.5
Main Sprite	New Sprite (Tra