HI THERE!

Thank you so much for choosing our work. Just want to let you know that we are appreciated.

Chat Balloon

This asset will help you easily create *Speech Bubble.*

How To Start
1. Drag prefab of Chat Balloon to your scene
2. If the size of chat balloon is too small or too big, you can adjust its size at Chat Balloon's prefab scale
3. Call chatBalloon.SetText("Your Text"); to set text to balloon
4. Call chatBalloon.SetActive(true); to show balloon

Chat Balloon function
- *void SetBox(Sprite _boxSprite);*
    For setting box sprite of chat balloon

- *void SetText(string _text);*
    For setting text in chat balloon. You can use rich text, read more about rich text at https://docs.unity3d.com/Manual/StyledText.html

- *void SetActive(bool status,float showTime = 1.5f);*
    For ordering balloon to show or hide. Show Time is the time before balloon hiding itself. If you don't set this value, balloon will hide itself after 1.5 sec, If you set time < 0, it will not hide until you call function to hide it.

- void Hide();
   For hiding chat balloon instantly (same as call SetActive(false))

- void SetRenderLayer(string layerName);
    Set balloon chat render layer to the stated layer name

- void SetRenderLayer(int layerID);
    Set balloon chat render layer to the stated layer ID

- void SetRenderOrder(int order)
    Set baloon chat render layer to render order to the stated order

Customize Chat Box

To make your own customized chat box, there are 2 ways to do it.

If you draw your own custom balloon on template, you need to follow instruction 1-4 first, then you can use it. But if your chat box is not the same as template (different layout, different text area or different image size), you need to follow the whole instructions.
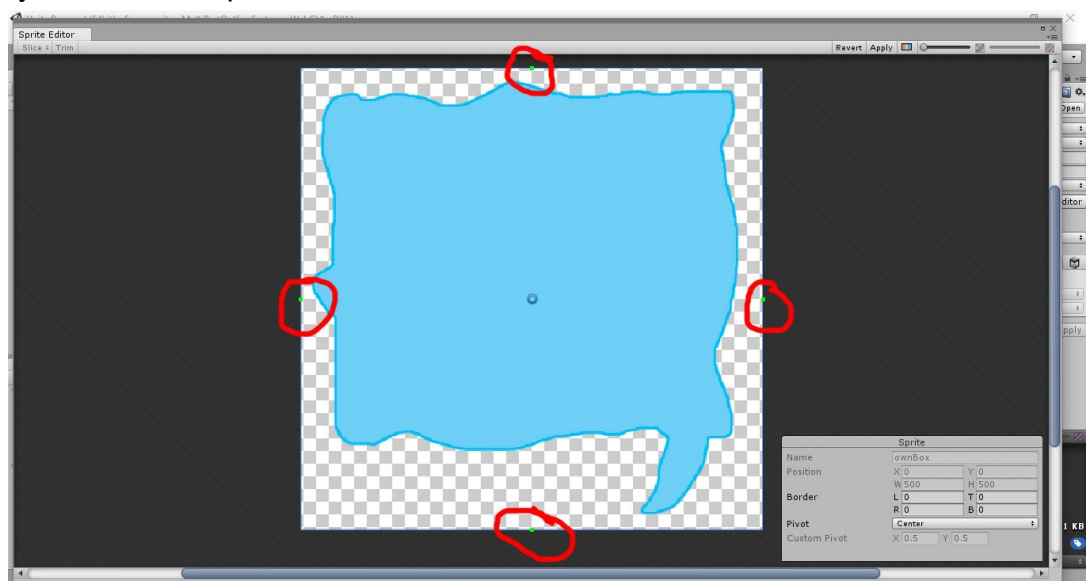
1. Draw your own balloon. Don't forget that this balloon will use *9 slice*, so each border will be stretched according to the balloon size.
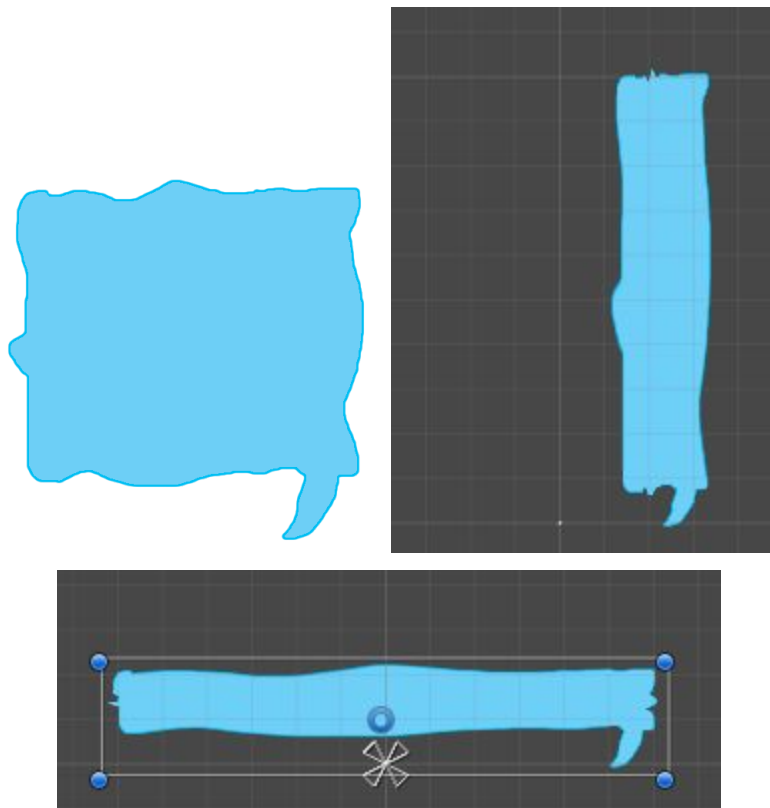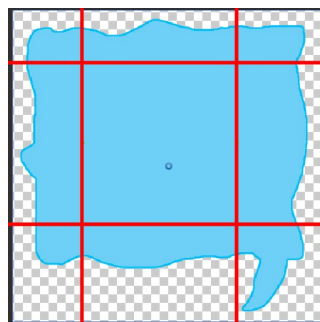
2. Import your balloon to unity project and set *9 slice* from the following menu.
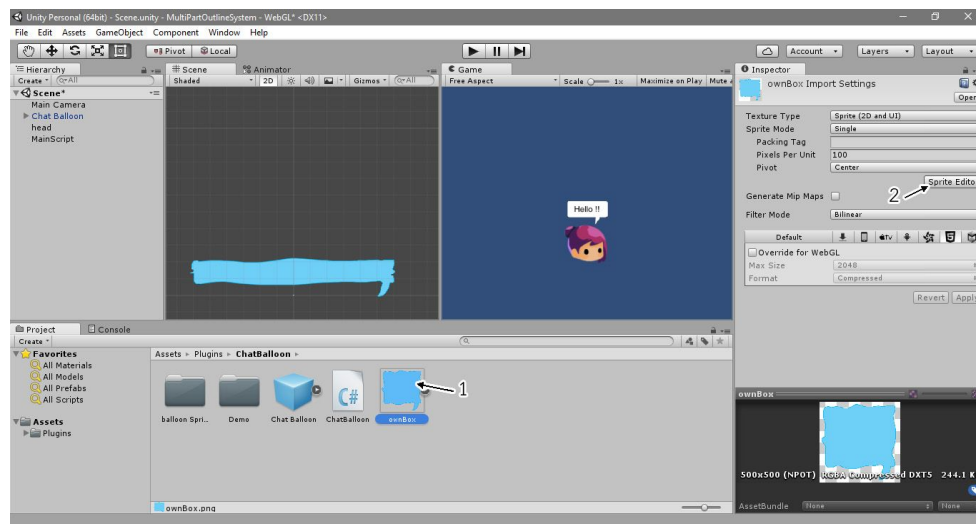
3. Drag these green points to indicate *9 slice* of the sprite, if they don't show up, try click on the sprite 1 time.
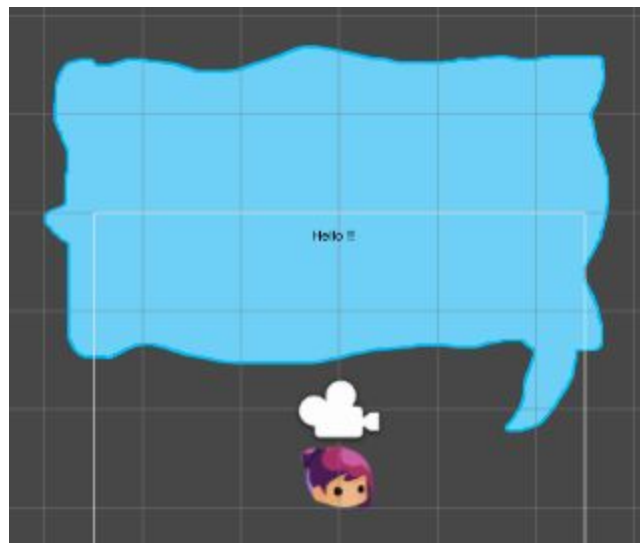

Slice the image just like example below. The tail of balloon should be in one corner, not bottom. Otherwise it will be stretched.
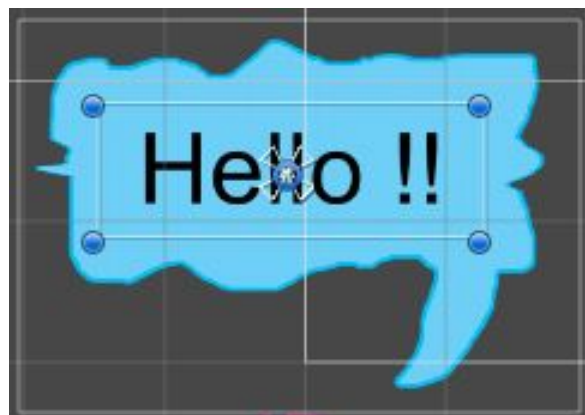
4. Open demo scene and replace your image onto old image at Chat Balloon > Balloon Box > Component Image > Source Image. It will turn out like this.
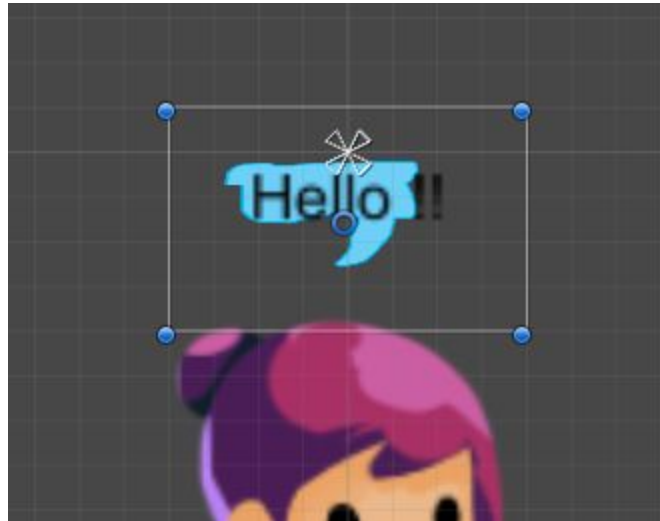
5. Adjust the box's size until it looks fine and balloon's tail is not stretched when you scale.

6. Adjust text box size and font size. Then point anchor to the center of text box.

7. Test by run the scene, then select MainScript object and set the following value. You can test changing text in balloon by edit at input box on the screen. Adjust values until you get a good result.

   minWidth : Minimum width of balloon. If text width is less than this value, the balloon width will set to min width.
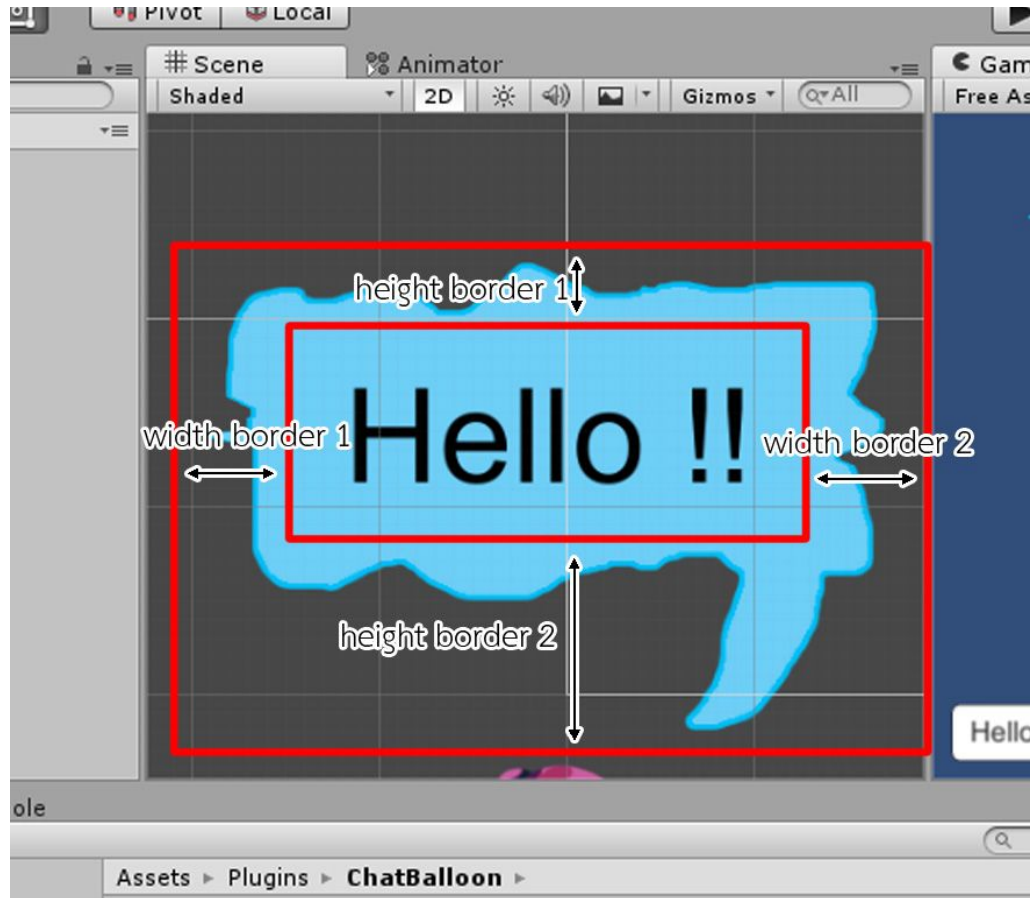   **minHeight** : Minimum height of balloon. If text height is less than this value, the balloon width will set to min height.

   maxWidth : Maximum width of balloon. If text width is more than this value, the balloon width will set to this value and text size will be shrinked.
   maxHeight : Maximum height of balloon. If text height is more than this value, the balloon height will set to this value and text size will be shrinked.

   widthBorder : offset between balloon width and text box width
             width border = width border 1 + width border 2
             width border 1 and width border 2 will scale to text position

   heightBorder : offset between balloon height and text box height
             height border = height border 1 + height border 2
             height border 1 and height border 2 will scale to text position

8. After you get a good result, copy each value to Chat balloon.cs

Then you have your own customized chat balloon! Hope you enjoy!

Please don't forget to rate and comment on our work. Let us know if something is bad or need to be fixed :}

Cheers,
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