

**You can drag prefab direct in canvas  
from NewsTicker/NewsTicker.prefab**



## **CODE EXAMPLE**

```
ticker.ShowTicker("Breaking News!");  
  
ticker.OnTickerComplete.AddListener(() => {  
    Debug.Log("Animation complete!");});  
  
ticker.SetDurations(fadeIn: 0.5f, move: 5f, hold: 2f,  
    fadeOut: 0.5f);
```