thanks for buying

UGUI: HUD TEXT

1.1

introduction

- # About

-HUDText it is a drag and drop tool to display text, damages or other information above the head of the character or object we need, also, are simple to use, you only need to write a line of code from any script to display the text where you want .

Features:

- Hide in distance

- Fade Distance

- Text Animation

- Custom color for each text

- One line of code to create a new text

- Drag and Drop

- Scaling factor

- PDF Documentation

- Highly optimized code

- Class List [bl_HUDText.cs]

`public float FadeSpeed;`

- speed at which the text is fade

`public float FadeDistance`

-distance at which the text will fading

`public float FloatingSpeed`

-peed wing text, increase or decrease

`public float HideDistance;`

-distance at which the text will be visible

`public float MaxViewAngle;`

-maximum point of the angle with respect to the camera with which the text will be visible.

- ## How adding to the scena

  - In the folder Prefabs... drag the prefab "HUDText" and then release it in the scena.

- ## How to use

-Create a reference var of bl_HudText script in the script you want to call. ej:

public bl_HudText HudText;

- Now when you need call, do like this: HudText.NewText("Text to show",this.transform); (see other 3 options)

```
bl_HUDText.NewText("Message to show", base.transform, Color.white, 5, 20f, 1f, 1f,
bl_Guidance.up);
```

-which requires 8 variables that are:

`string text`

-message to be displayed in the text

`Transform trans`

-the transform in which the text will appear above

`Color color`

- text color

`int size`

- text size

`float speed`

-speed at which the text will go up or down

`float yAcceleration`

-acceleration to take the text

`float yAccelerationScaleFactor`

-the scale factor of the text

`bl_Guidance movement`

-the type of movement to take the text

Change log version 1.0

-Initial Version

Version 1.1

- Change to uGUI.

- Add Text Animation