Thanks for purchasing YLYRichText! I really appreciate your support and hope you find it to be a valuable tool when using Unity.

If you have any questions, please email me at cantry100@163.com,and welcome to my blog at www.hiwrz.com.

How do I use YLYRichText?

To use the plugin you need to create an ugui gameobject and add component "Yly Rich Text" for it. You can modify text's attributes in the script's inspector and can see the change in real time.

Tag Supported

Function	Begin Tag	End Tag	Example
Bold			Bold
Color	<color=8 bit hexadecimal color number>	</color>	<color=ff0000ff>Color</color>
Gradient Color	<color=16 bit hexadecimal color number>	</color>	<color=ff0000ff0000ffff>Gradient Color</color>
Static Emote	<emote=3 bit number>		<emote=001>
Dynamic Emote	<emote=3 bit number>		<emote=500>
Italic	<i>	</i>	<i>Italic</i>
Bold and Italic	<i>	</i>	<i>BoldAndItalic</i>
UnderLine	<u>	</u>	<u>UnderLine</u>
HyperLink	<url=argStr>	</url>	<u><color=0000ffff><url=123>HyperLink </url></color></u>
Png	<res=pngPath>		<res=Assets/YlyRichText/Resources/Atlas/i500.png>
FontSize	<size=FontSize>	</size>	<size=30>123</size>
DeleteLine	<d>	</d>	<d>DeleteLine</d>

When Things Go Wrong

If YLYRichText go wrong, please let me know by sending an email to cantry100@163.com so i can get it fixed right away.

Thanks again for your support. I worked hard on YLYRichText to make the most polished, stable and useful tool i could. I hope you enjoy using it.