



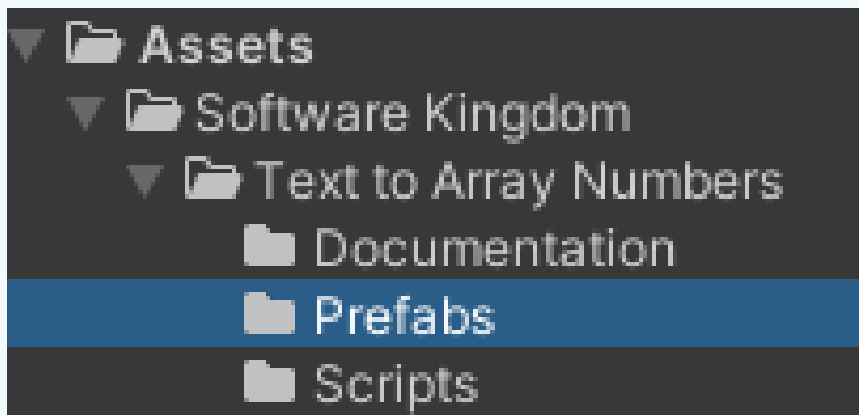
Text to Array Documentation

Instructions and Setup Guide



Quick Setup

As Text to Array editor tool, all you need to do is import the package into your project. Then open;



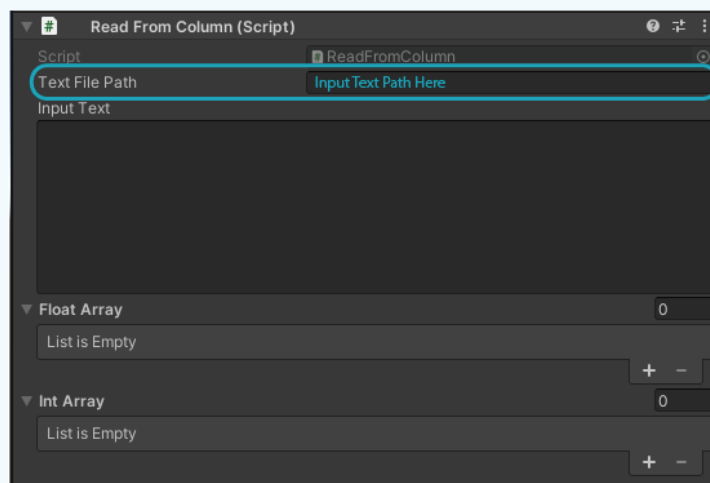
Assets → Software Kingdom → Prefabs → ReadOutArrays.prefab

Now you can import Numbers from either by putting .txt file's location or directly through inspector.



Importing through .txt File location

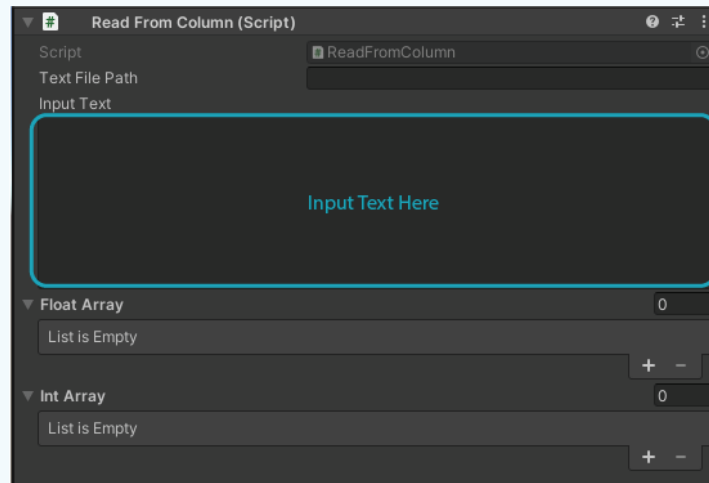
Copy your .txt file's location and Paste it on the file location section.



Text File Path location

Importing through Unity Inspector

Copy your .txt and paste it to the input text field.





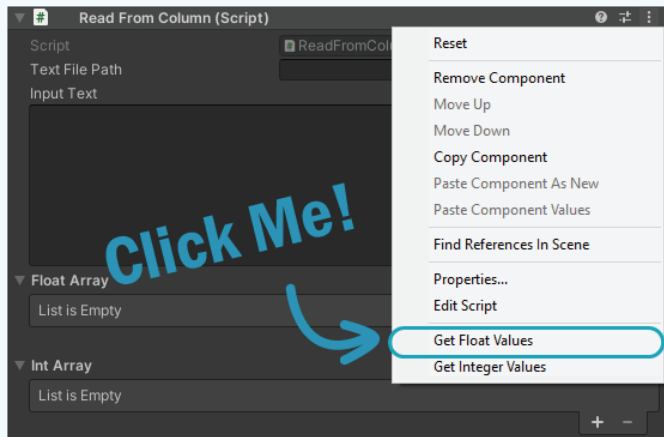
Text input location

Generating Array's

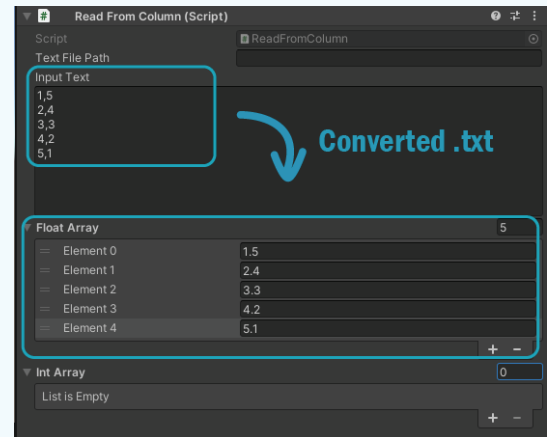
When creating Array's you can crate 2 types of array (Integer and Float).

Generating Float Array

Copy/Paste your input or give Text file Path and click at the Three Dots () located in right corner of component  Generate Float Values.



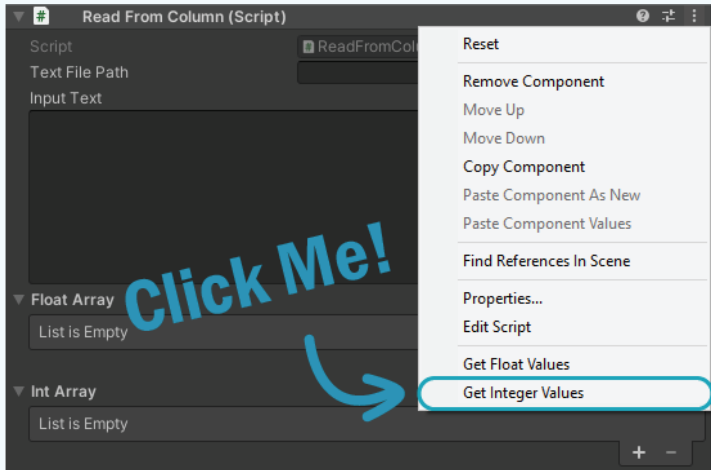
Button location of Getting Float Values



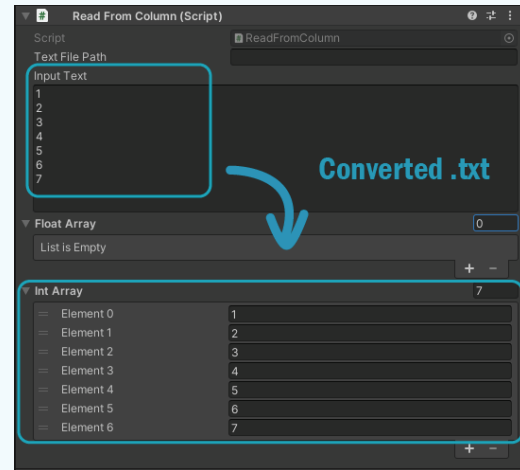
Example of Converted text to Float Values

🔨 Generating Integer Array

Copy/Paste your input or give Text file Path and click at the Three Dots (⋮) located in right corner of component ➡ Generate Integer Values.



Button location of Getting Integer Values



Example of Converted text to Integer Values

🔧 Known issue

- .txt File must be written **line by line to code to run**.
- At the moment only numbers are working you can't Convert **Words**.

? Problems? Feature Requests? Bugs?

Send an email to softwarekingdomtr@gmail.com for support and feature suggestions. Please include your Unity version, and OS in any support emails. If reporting a bug then if you include a (small!) reproduction project with instructions on how to reproduce your bug then we'll be able to fix things much quicker. Thanks



Join Our Kingdom of Fun !