# Hello there!

Thanks for making **PixelBattleText** the new inhabitant of your project :)

Here's how to take advantage of it to animate pixel perfect damage counters, altered states and level ups.

First, take a look at the sample scene. On it is mounted a preview of the animations that come in this pack.

Open the sample scene, you can find it at:

**Assets** > **PixelBattleText** > **_Example** > **DemoScene**

Hit Play and BE AMAZED!



*Demo scene after you press the LEVEL UP button*

# Getting Started

 Now that you have experienced the power of the powerful and captivating animations that **PixelBattleText** can create, let's learn step by step how to put together a scene capable of displaying animated text.

Create a new scene and follow the instructions below:

1- Create an empty object and name it "PixelTextController" (The name is not important; it is just to keep things organized)

2- Select the new game object. In the inspector, press the "Add Component" button. Find the 🔳**PixelBattleTextController** component and add it to the object.

There must always be a 🔳**PixelBattleTextController** in the scene for all animated text to work.
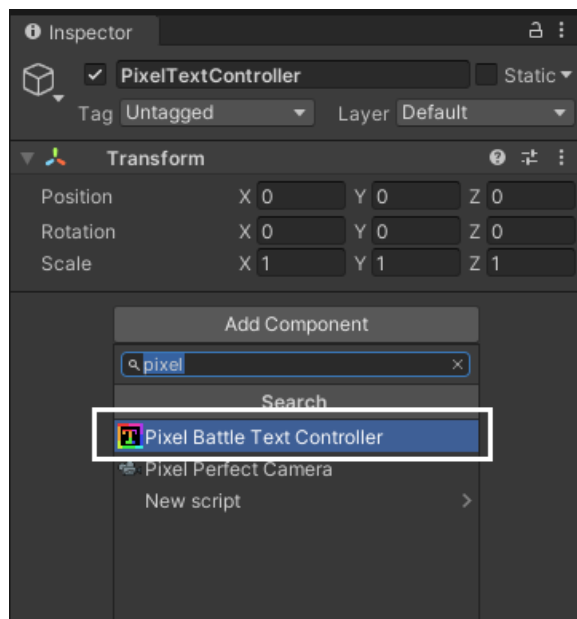
3- Create a *Canvas* in the menu: **GameObject > UI > Canvas**, and drag it to the corresponding field in 🔲**PixelBattleText**
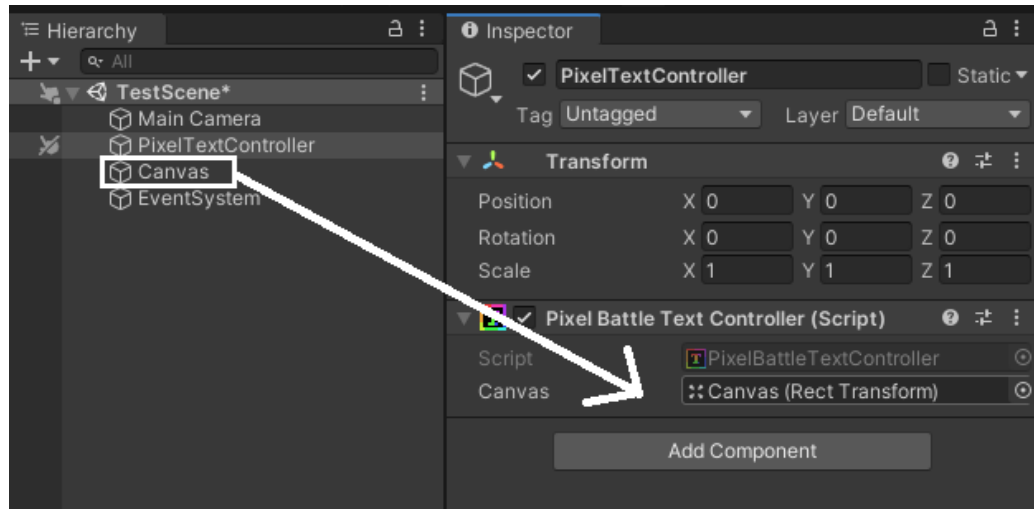


4- If we try to show pixel perfect text using this canvas as it is, the letters would look very small. An 8 pixel tall font would take up exactly 8 vertical pixels of your screen. We have to change the 🔲**CanvasScaler** settings on our *Canvas* object.

- Set *"UI Scale Mode"* to *"Scale With Screen Size"*.

- Set *"Reference Resolution"* to **320**x**180**.

- Set *"Screen Match Mode"* to *"Match Width or Height"*

- Set the *"Match"* slider to **1** (full Height) - Set "Pixels per Unit" to **32**

(These are the default parameters for Unity's pixel perfect camera, but can be adjusted for each project)
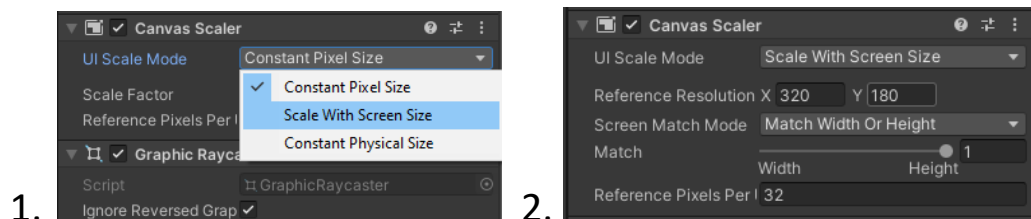
5-      Create a script from which you will call the controller. You can do it directly in the same game object by pressing *"Add Component"* and choosing the option *"New script"*. Give it a suitable name and press *"Create and Add"*



1.                  2.
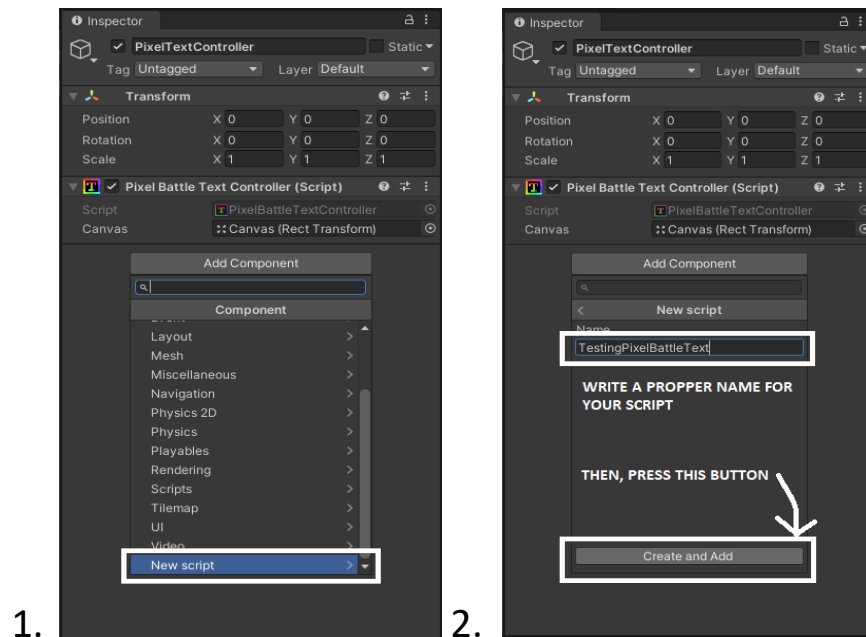
6-      Open the script and copy and paste the following

```csharp
using UnityEngine;
using PixelBattleText;

public class TestingBattleText : MonoBehaviour
{
    public TextAnimation textAnimation;

    void Update()
    {
        if(Input.GetKeyDown(KeyCode.Space))
            PixelBattleTextController.DisplayText("Hello World!", textAnimation, Vector3.zero);
    }
}
```

7-    Now your script should have a public field called "Text
      Animation". Touch the circle to the right of the field and
      choose a preset (they are the same as in the demo scene)
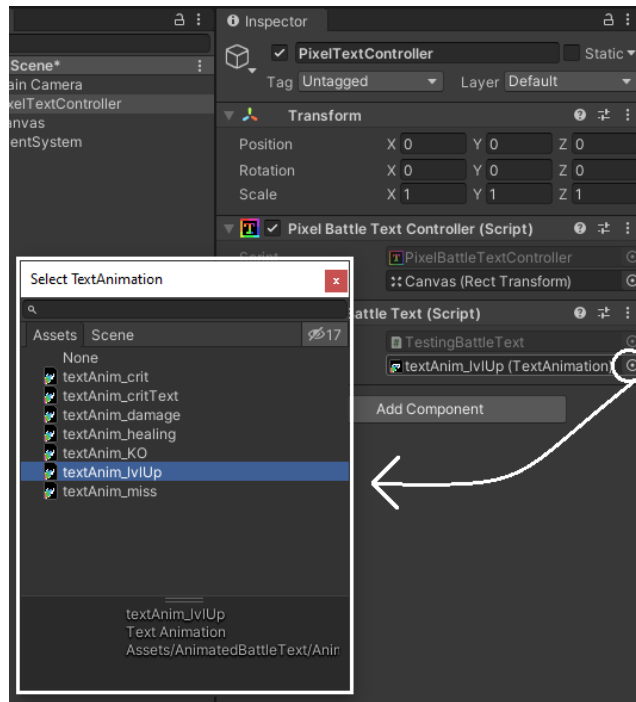


8-    Press "Play" and hit your space bar. Pixel perfect text with
      the words Hello World! should appear in your Game View

      Oh satisfaction! 😊

      (You should be able to change the "Text Animation" field
      while the game is running and preview the change by
      pressing space bar)