ULTIMATE UI TOOLKIT

Text Modifier Guide

License Agreement for TextModifier

IMPORTANT: PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THIS SOFTWARE.

License Grant

Xander Develops ("Licensor") grants to the user ("Licensee") a non-exclusive, non-transferable, worldwide right to use the software, "TextModifier" (the "Software"), provided with this agreement for use in Licensee's software projects. Restrictions

Licensee shall not:

Distribute, sell, lease, rent, lend, or sublicense the Software or any part of it to any third party.

Ownership

The Software is owned by Licensor and is protected by copyright law and international copyright treaty provisions. The Licensee does not acquire any rights of ownership in the Software.

Termination

This License is effective until terminated. The License will terminate immediately without notice from Licensor if Licensee fails to comply with any provision of this License. Upon termination, Licensee must destroy all copies of the Software.

Disclaimer of Warranty

The Software is provided "AS IS," without warranty of any kind, express or implied. Licensor does not warrant that the operation of the Software will be uninterrupted or error-free.

Limitation of Liability

Licensor shall not be liable for any direct, indirect, incidental, special, or consequential damages arising out of the use or inability to use the Software.

General

This License is the complete statement of the agreement between Licensor and Licensee and supersedes all proposals, oral or written, and all other communications between the parties relating to the subject matter of this License.

By using the Software, you are agreeing to be bound by the terms of this License. If you do not agree to the terms of this License, do not install or use the Software.

Table of contents

TextModifier Component Documentation

The TextModifier component is a powerful tool designed for Unity developers looking to streamline the process of modifying text properties across their projects. With support for TextMeshPro, it offers flexibility in changing font properties, including font asset, size, color, alignment, character spacing, and style, on a large scale or selectively.

Installation

1. Download the TextModifier package from the Unity Asset Store.
2. Import the package into your Unity project by navigating to Assets > Import Package > Custom Package... and selecting the downloaded package. Setup

To use the TextModifier, follow these steps:

1. Navigate to the GameObject that you want to attach the TextModifier component to. This can be an empty GameObject used as a manager or any other object in your scene.
2. With the GameObject selected, go to the Inspector and click Add Component. Search for TextModifier and add it to your GameObject.

Features

Text Selection

- Change All Text: Toggle this option to apply modifications to all TextMeshPro texts in the scene.
- Text To Change (By Font): To modify texts using a specific font, disable Change All Text and assign the font asset to this field.
- Select By Text Color: Enable this to modify texts based on their color. Requires specifying a target color in Text Color To Change.

Text Properties Modification

- Change Font: Toggle to enable font change. Assign a new Target Font.
- Change Font Size: Enable this and set a Font Size to adjust the text size.
- Change Font Color: Toggle to change text color. Use the color picker to choose a Font Color.
- Change Text Alignment: Enable and select a Text Alignment from the dropdown.
- Change Character Spacing: Toggle to adjust spacing. Input a Character Spacing value.
- Change Font Style: Enable to apply a new style. Select a Font Style from the options.

Usage

To apply changes to texts:

- Configure your TextModifier component by setting the appropriate toggles and values according to your needs.
- Right-click on the TextModifier component header in the Inspector and select Apply Text Modifications. Alternatively, if the component is attached to a GameObject selected in the scene, use the Change Fonts button in the custom Inspector.

Advanced Tips

- For color-based text selection, ensure the Select By Text Color is enabled and the target color is accurately set. Due to precision in color values, slight variations may affect selection.
- Use Change All Text with caution, especially in large scenes, as it will attempt to modify every TextMeshPro text found, which could impact performance.

Support

For support, questions, or more information, please email me at
infoxanderdevelops@gmail.com

You can also find me on youtube as [Xander Develops](#) 🙂
Feel free to request tutorials, assets and/or check out my other projects!