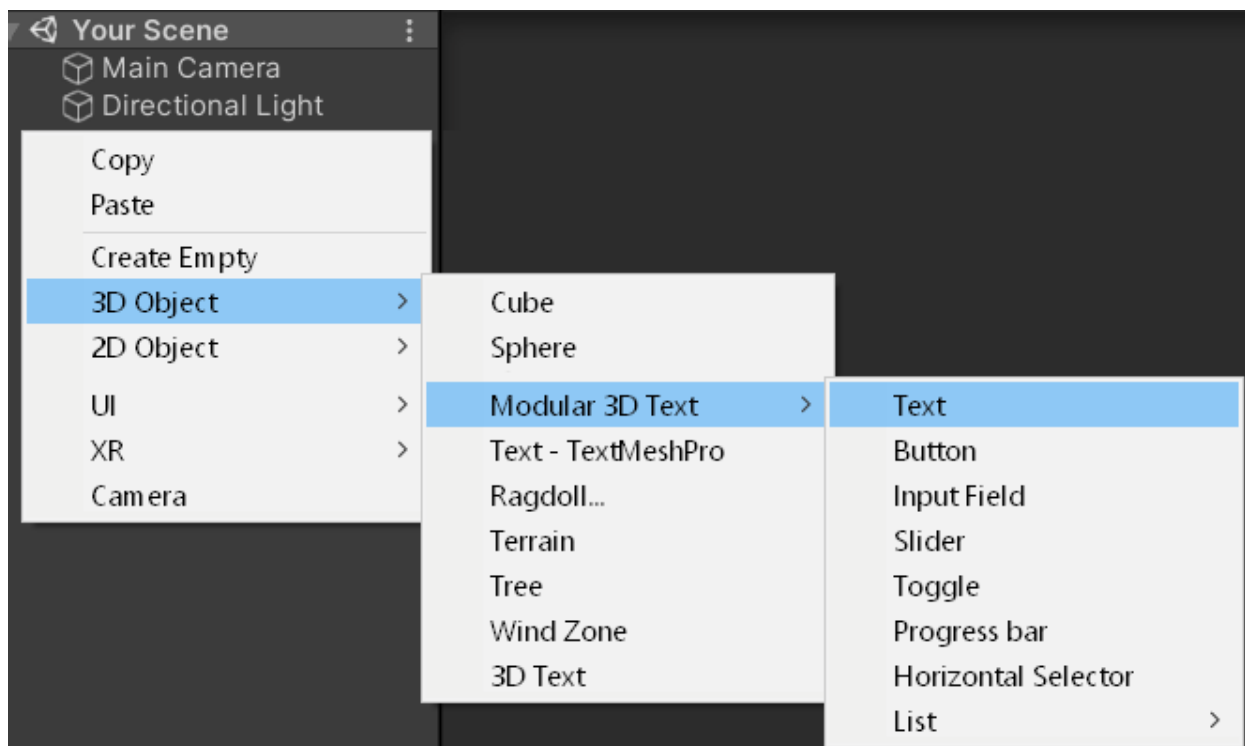# Modular 3D Text

Offline Documentation

Please read the [online documentation](#) for up-to-date and more detailed information.

How to create elements

Right-click in your scene Hierarchy and create the elements you want.

Namespace

Remember to add namespace at the top of the script when referencing stuff in the asset in script.
Example: using TinyGiantStudio.Text;
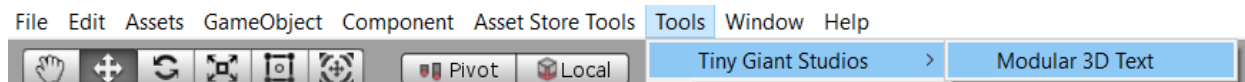
For Modules use
      TinyGiantStudio.Modules
For Grid/Circular/Linear layout script

TinyGiantStudio.Layout
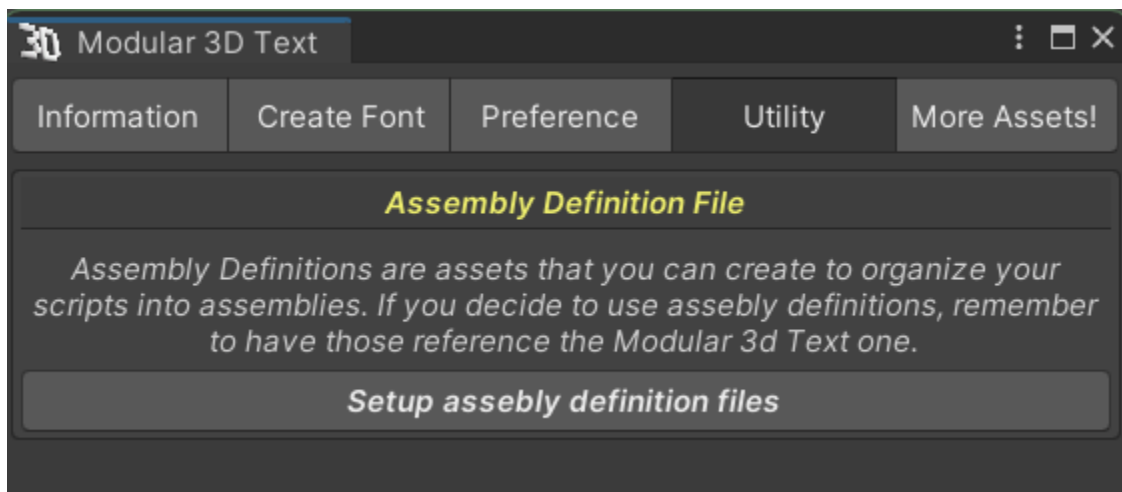<mark>For everything else</mark>
<mark>**TinyGiantStudio.Text**</mark>

Asset Window

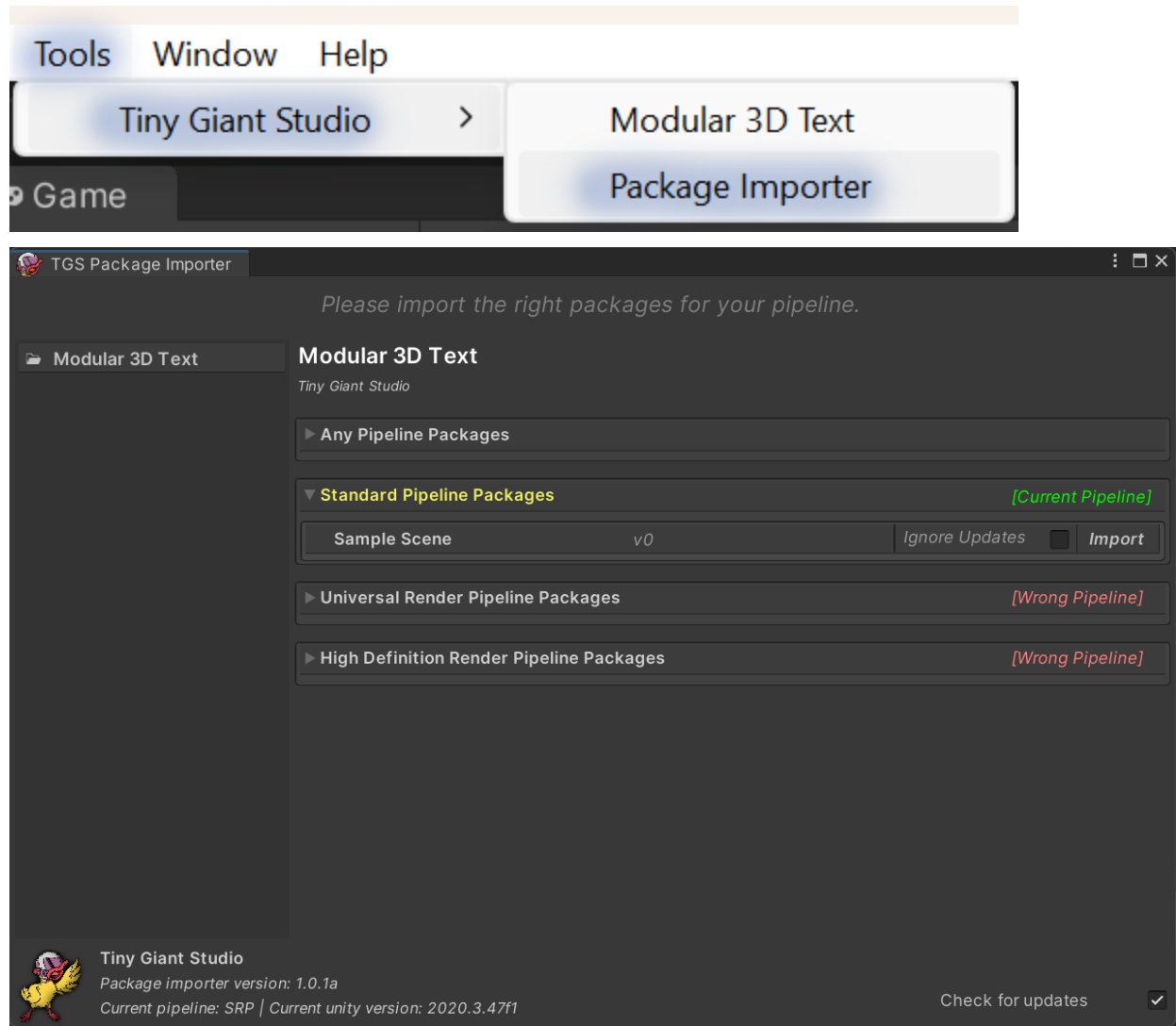Contains font creation and some other useful tools/resources.

Assembly Definition File

Open the asset window. Go to the Utility tab and click the setup assembly definition file.

Package Importer
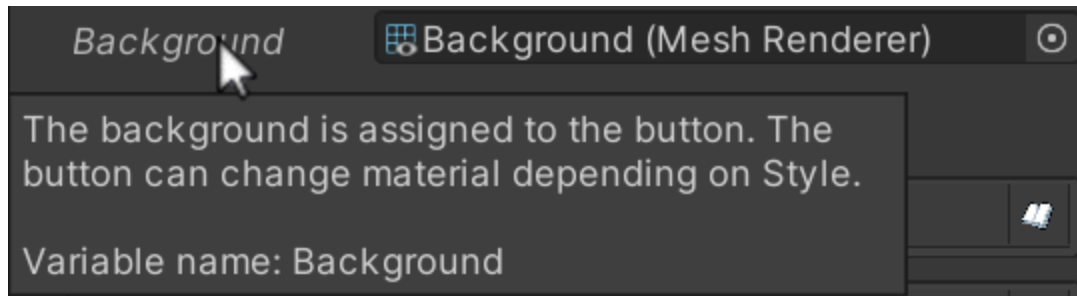
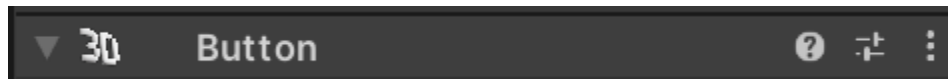Open the package importer and import the packages you want.

Scripting Define Symbol:

MODULAR_3D_TEXT

You can hover your mouse and check tooltips for information.

Click the Question mark to open the documentation about that component.

Click the open book icon to open the documentation about that section.

Any part of the asset that might require some clarification about its function, has that icon to access the documentation about it.