# Clean Titles

Game-ready animations & prefabs for sharp, clean transition titles. Just drop the prefab in your scene, set your title, and you're done!

## ⚠ Online Documentation

More up-to-date documentation available at voliere.dev/unity/clean-titles.
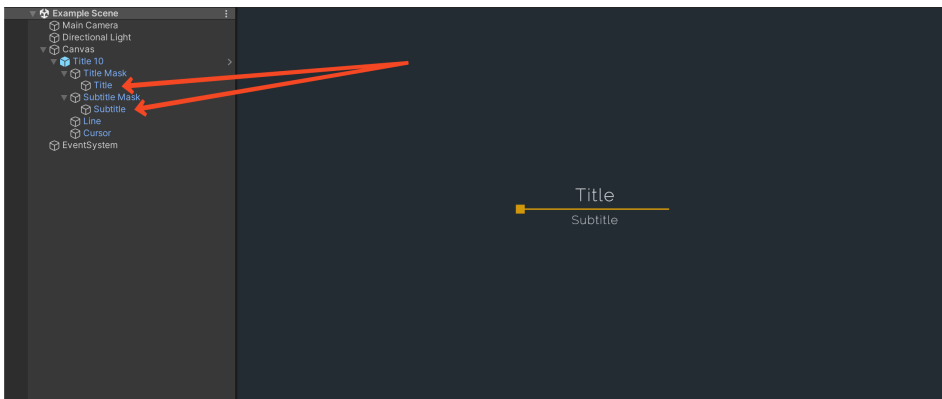
## ℹ Heads Up!

Clean Titles requires `TextMesh Pro` to use. Be sure to import TextMesh Pro from the Unity package manager before importing Clean Titles.

## ⚙ Usage from the Unity Editor

1. Import Clean Titles from the Unity package manager.
2. Open `Assets/Voliere/CleanTitles/Prefabs` in the **Project** tab:



3. Drag a prefab onto an existing Canvas in the **Hierarchy** tab:

4. Find the `Title` and (optionally, not all animations support subtitles!) `Subtitle` TMPro components.
5. Customize your title & subtitle like any other TMPro component.
6. When the prefab's GameObject is activated it will animate in your title, then disappear on its own. To trigger titles later, set the prefab's GameObject (e.g. `Title 10` in the previous screenshot) to be inactive.

**Usage from C#:**

1. Add title prefabs to your scene as above. Make sure the root GameObjects for the title (e.g. `Title 01` ) is *inactive*!
2. Get a reference to the `DisplayTitle` component.
3. Call `Show("My Title", "My Subtitle")` to animate in the title. For example:

```csharp
public class MyScript : MonoBehaviour {
  // Set this via the Editor
  public DisplayTitle chapterTitle;

  // When this game object is activated, show the title.
  public void Start() {
      chapterTitle.Show("Part 4", "A New Hope ... ");
  }
}
```