Text Animator for Unity 2.X

> 📌 Hi! Welcome to Text Animator for Unity 2.X's offline quick-start!

For an always up-to-date guide, full of details, GIFs and more, please refer to the online documentation: https://www.febucci.com/text-animator-unity/docs/

Quick Start

How to implement Text Animator

As the first step, you need to implement Text Animator in your project.

☐ **Import the Text Mesh Pro package** (if not present): Browse the Project manager *(Unity → Window/PackageManager),* download and install the package named *TextMeshPro.*

☑ ~~Import the Text Animator package [you've already done this]~~

☐ **Add a TextAnimator_TMP Component** on the same GameObject that has a `TextMeshPro Text` component.

The inspector should look like this (*you can also use TextMeshPro 3D text component instead*):
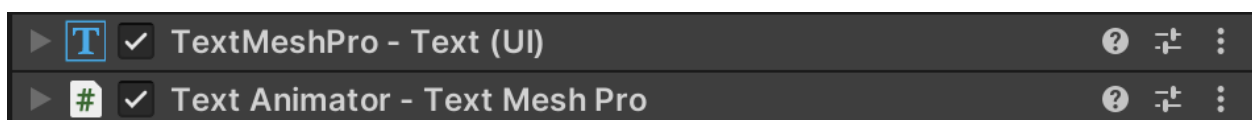
✅ *Done!* Your text is now ready for effects.

Animating your first texts

Here's how to quickly animate your first texts.

1. Writing effects in your text

To add effects in your text, you can use rich text tags like this: " `I'm <shake>freezing</shake>` ".

- Try writing a text by experimenting with the following tags: `<wiggle>` `<shake>` `<wave>` `<bounce>` , like " `<wiggle>I'm joking</wiggle> hehe now <shake>I'm scared</shake>` ", then enter Unity's Play mode.

✅ Your text is animating letters based on the effects you've written.

2. Showing letters dynamically

To show letters dynamically (like a typewriter):

- Add a `TypewriterByCharacter` component on the same GameObject. *(In Unity's Edit Mode)*

- Tell TextAnimator that you want to use the typewriter. For now, let's do it the **super simple** way: On the TextAnimator_TMP component, set "Typewriter Starts Automatically" value to **true**. Then enter Play mode.

✅ Your text is now shown dynamically, like a typewriter.

Example scenes

In addition to the quick and simple Online documentation, Text Animator contains multiple example scenes you can visit and learn from, each one showing specific features.

[I suggest starting from the scene named "00-Welcome"]

P.S. You can delete (or avoid importing) the Example Scenes folder if you don't need them in your project.

That's it for the quick start! For every feature in detail, please visit the following:
https://www.febucci.com/text-animator-unity/docs/

In case you need any help, please do not hesitate to contact us through:
https://www.febucci.com/text-animator-unity/support/

❤️ Thank you so much! Have fun bringing your texts to life!