

EASY FONT

V1.3

1. Changelog

v1.0 - Initial version

v1.1 - Add high quality outline, bug fixes and performance improvements

v1.2 - Add Sorting layer and multi edition. Add new Menu item for easy creation of new texts. Changed "High Quality outline" with a selector for even more quality and better control

v1.2.1 - Fixed some regression bugs

v1.3 - Changes in colors and gradients. Now you can choose between single, gradient or texture or gradient options.

2. What is this

First of all: **Thanks for buying this package!**

This package is a really easy to use custom dynamic font renderer. It does the same as the Unity 3DTextMesh and **more:**

1. Shadows: Add projected text shadows
2. Outline: You can add outline if you wish
3. Gradients: Add color gradients to your text
4. Detail texture: Add detail to the text, like zebra texture!
5. Easily tweak text resolution without moving the text
6. Change Sorting layer

As any Unity dynamic fonts it will create the font texture "on the fly", so you just have to include your desired ttf, dfont, otf and you are ready. Even if you don't include a font in the project the dynamic fonts will work with the system installed ones. This is PERFECT for localization (forget to create a custom bitmap font for those huge japanese characters :))

A **HUGE** amount of effort have been made to make this package feel exactly the same as a unity component (auto refresh, prefab highlight, multi instance editing...). If you have ever made a custom inspector you already know how difficult is to make this right.

3. What's inside

In this package you will find:

1. "EasyFontTextMesh.cs" : This is the script for the text
2. "EasyFontCustomEditor.cs" : The custom inspector that makes everything feel like a Unity component
3. "EasyFontDetail.shader": A font detail texture shader
4. A sample scene

4. How it works

Just go to " GameObject/Create Other/EasyFont Text Mesh". This will create a new gameObject with the EasyFontTextMesh on it

5. Params

Here there is an explanation for all the configurable font params:

1. **Update always on Enable:** It will force update as soon as the object is enabled. This is useful when you are having strange characters when activating or deactivating text objects at runtime
2. **Don't override Materials:** By default, "Easy Font" auto changes the font renderer materials as needed. Normally you want this but for those special cases where you need special custom materials enable this option.

WARNING: If you enable "**Don't override materials**" you will have to feed the correct materials with the correct font textures

3. **Sorting layer:** Sets the render sorting layer. This will make the text draw in the desired layer
4. **Order in layer:** The draw order of the text. Useful for having the text draw on top of everything
5. **Text:** The text to show. You can use Enter or the character "\n" to break lines
6. **Font:** The font type
7. **Detail material:** If you want to have detail textures on the text assign here a material with the TextShaderDetail.shader. This is not compatible with the "TextureGradient" fill option because both uses the second uv channel
8. **Font size:** The font resolution. This will generate the font texture based on this value. Higher values will generate bigger textures. You have a helper text in the lower part of the inspector with the current texture size
9. **Character size:** The proportional size of each character quad. Use this to change the font size instead of the transform, although you can use the transform if you wish
10. **Text anchor:** The pivot of the whole text
11. **Text alignment:** The alignment of the text. Only works when there are more than one lines
12. **Line spacing:** The space between paragraph lines
13. **Font color style:**
 1. **Single:** One color for the text (default)
 2. **Gradient:** You can set the top and bottom colors
 3. **Texture gradient:** You can set a material with the shader "EasyFont Text fill" to have even more control over the text aspect
14. **Enable shadow:** Enable or disable the font shadow. This increases the vertex count by two
15. **Shadow color:** The color of the shadow
16. **Shadow distance:** The shadow offset from the main text. Normally you don't want to change the z value
17. **Enable Outline:** Enable or disable the font outline. This multiplies the vertex count of the text by 4
18. **Outline color:** Sets the outline color
19. **Outline with:** Sets the outline width. Too high values will look weird
20. **Outline Quality:** Increases the outline vertex count so it looks better.

6. FAQs

Why the text goes a bit up and down when writing?

Because we center the text vertically based on the previous characters height. Thats why the pivot is centered to the text.

How EASY FONT works with japanese, chinese....

It just works, like the Unity 3D text does.

Some character doesn't show correctly. What I have to do?

Add a Unity 3D Text mesh to the scene and configure it with the same text and same font type as the EASY FONT. If the character doesn't show correctly is Unity's fault ;) ... Contact me.

Does this works on mobile?

Sure, I'm an mobile developer so everything works 100% on mobile.

How the detail texture works?

A new set of uv are created on the channel 2. This is used for the detail texture.

Does the text mesh recreate when animating colors?

You can animate colors in two ways. Changing the font color material or the top, bottom colors. Neither of both recreates the mesh. Also there is a helper method that changes the Top and bottom color at the same time called `SetColor(_color)`

Sometimes when I open a scene the text is screwed up!

Don't worry you haven't lost your work. Just select a text and press "Refresh all" or hit play. This is not even necessary, when playing the text mesh are recalculated automatically

Why when I create a prefab with text it disappears form the scene

Don't panic, you haven't lost your text. It will refresh automatically

In my text prefab I can read "Type mismatch" in the Mesh

This is due to the mesh instances being created only in the scene, so no extra meshes are add to the project. This is harmless

Why I can't use a Detail Material and TextureGradient fill type at the same time

Because they both use the second UV channel but with different coordinates