

Simple Subtitle System - Documentation

Hi! This small guide will walk you through the basics of using Simple Subtitle System.

How does it work?

Adding this package to your project will give you the ability to show subtitles like the ones in the portal games.

How to Use

Create a Canvas object in your scene and drag the prefab named **Panel - Subtitles**.

Then call anywhere in your code

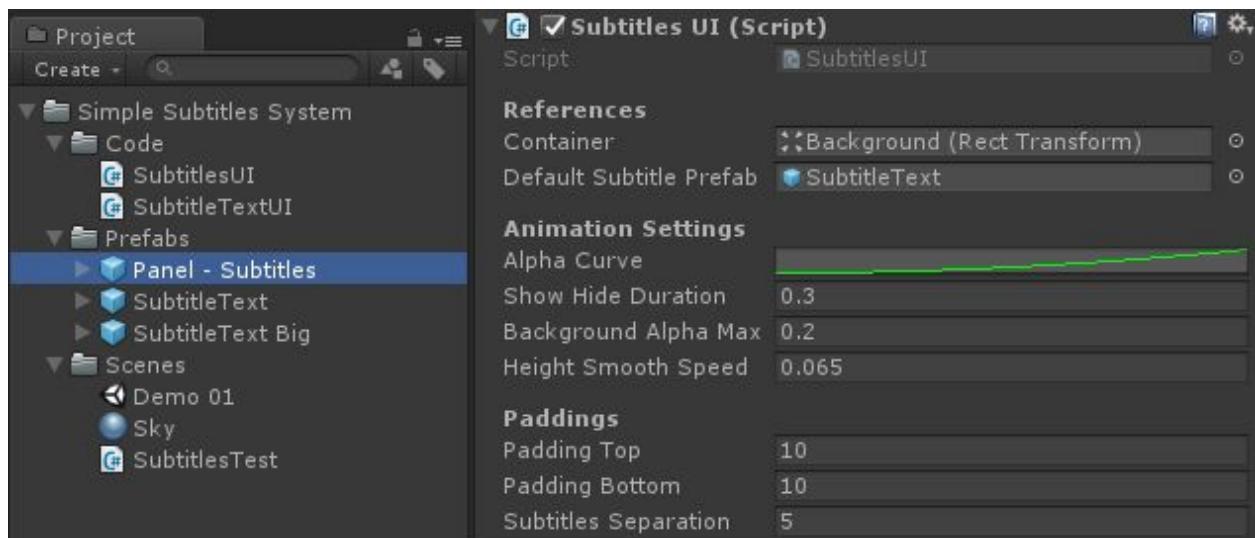
```
SubtitlesUI.Get().AddText("Some text", 3);
```

to show a subtitle.

Done, that simple.

Components

SubtitlesUI



This is the main component of the package, simply drag it to any Canvas.

Container: Subtitles Panel UI Container

Default Subtitle Prefab: The default subtitle to show, this can be overridden by code

Alpha curve: Curve for animating the alpha Show/Hide

Show/Hide duration: Alpha animation Duration

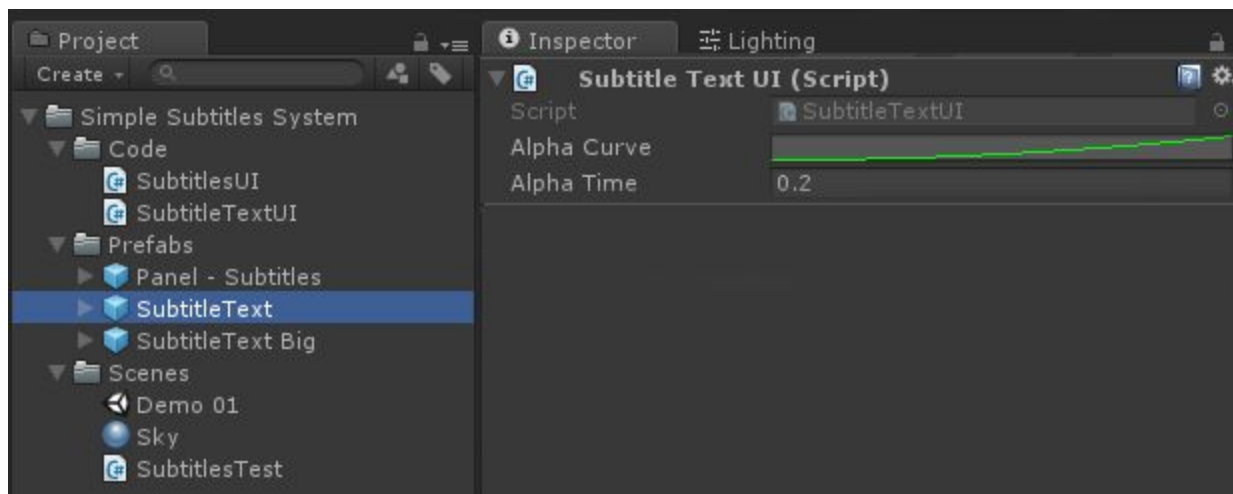
Background Alpha Max: The end alpha value for the background

Height smooth speed: Speed at which the height resize moves (Mathf.SmoothDamp speed)

Padding Top and Bottom: Inner padding in the background for the subtitles

Subtitles Separation: Space between subtitles

SubtitleTextUI



This is the subtitle per se. It will be instanced and handled by the SubtitlesUI component.

Alpha Curve: Curve for animating the alpha Show/Hide

Alpha Time: Alpha animation Duration

Methods to use

SubtitlesUI

```
/// <summary>
/// Add the text to show.
/// </summary>
/// <param name="text">The text for the subtitle to show (rich text available)</param>
/// <param name="timer">How much time the subtitles would be shown (optional).
///     Not setting this value means subtitle. Show(false) is needed to remove it</param>
/// <returns> A reference to the instanced SubtitleTextUI</returns>
4 references
public SubtitleTextUI AddText(string text, float timer = -1)
```

```
/// <summary>
/// Add the text to show.
/// </summary>
/// <param name="subtitlePrefab">The SubtitleTextUI to show</param>
/// <param name="text">The text for the subtitle to show (rich text available)</param>
/// <param name="timer">How much time the subtitles would be shown (optional).
///     Not setting this value means subtitle. Show(false) is needed to remove it</param>
/// <returns> A reference to the instanced SubtitleTextUI</returns>
2 references
public SubtitleTextUI AddText(GameObject subtitlePrefab, string text, float timer = -1)
```

Boths overloads return the created SubtitleTextUI reference in case you aren't setting the timer and want it to remove it by code later.

The below method adds the option to set different kinds of texts prefabs as shown in the example scene Demo 01.

SubtitleTextUI

```
/// <summary>
/// Show or hide the subtitle
/// </summary>
/// <param name="show">Whether to show ir hide the subtitle</param>
2 references
public void Show(bool show)
```

In case you aren't setting the timer value in the SubtitleUI.AddText method. You can remove it anytime you want calling Show(false); on the referenced subtitle instance.

Thanks for choosing Simple Subtitle System. Have fun!

Have a question? Need help?

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