

UI Text Format Manager v.1.0.0

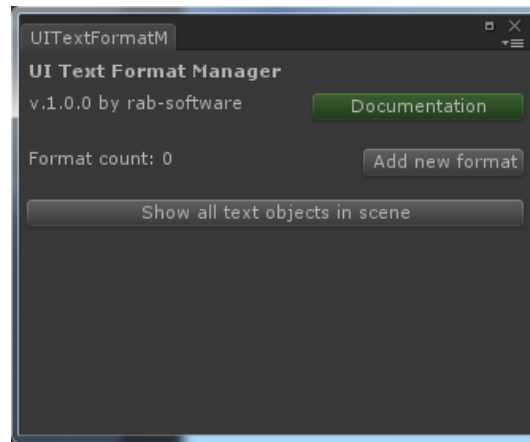
Efficient text format control on complex UIs

Content

Installation / Setup.....	2
Adding new and using text formats.....	2
Selectable Properties.....	3
Scope & Format Name	3

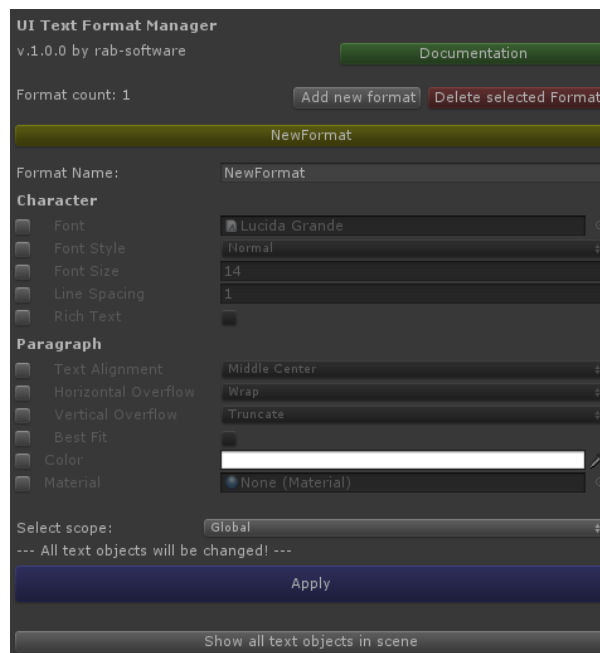
Installation / Setup

Import the “UI Text Format Manager” package from the Unity Asset Store into Unity3D and open the new menu entry in the “Window” menu called „UI Text Format Manager“. A new Window will open:



Adding new and using text formats

You can add multiple text formats in a scene. Press the “Add new format” button to create a new format.

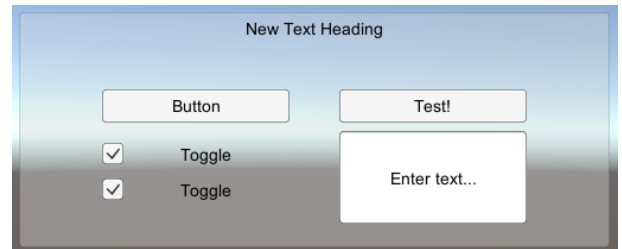
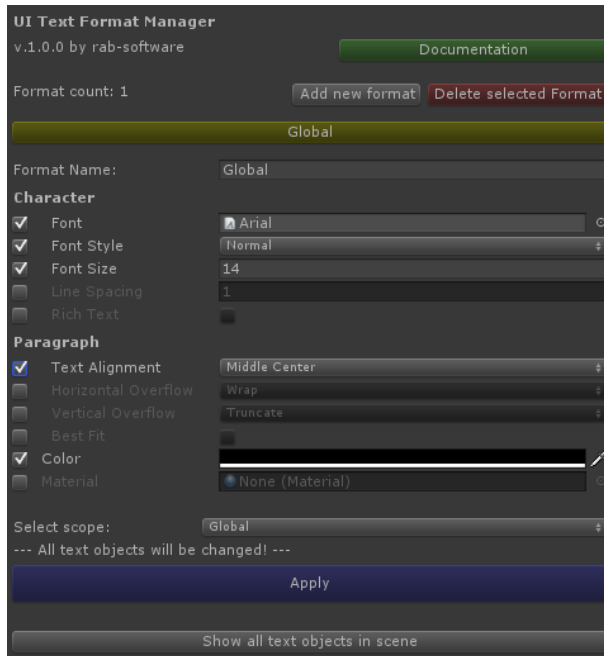


The new format has been created. You can find all known text format options in the window as shown above. Please note that each property is greyed out. Each property needs to be activated by a toggle in the corresponding line to get better control over the UI changes.

If you create a font format a new game object “RAB_UI_FormatList” is added to the scene. In this object all format definitions will be stored. If you load a scene with that game object you can access the saved formats via the UI Text Format Manager. If you like to move formats from a scene to another you can use the prefab feature of Unity.

Selectable Properties

In this example the newly created format name has been changed to “Global” and some properties have been activated. The blue “Apply” button immediately changes all available Text objects in the scene to the selected settings.



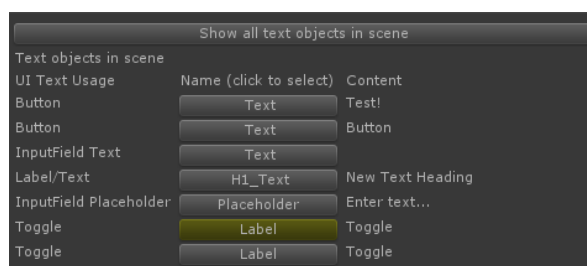
The properties can be selected to allow a better control on the properties. If you just like to change the font in your UI there is no need to change the color or other format settings. Only activate the properties you like to change and press apply to bring the changes to your scene. As you can see on the right image above, the settings are applied to all text objects.

Scope & Format Name

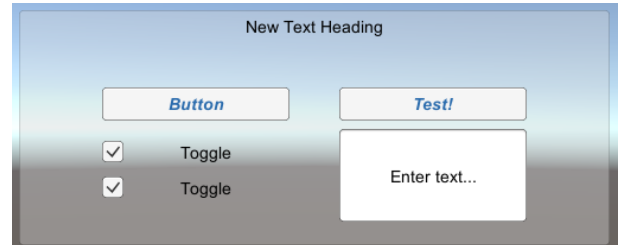
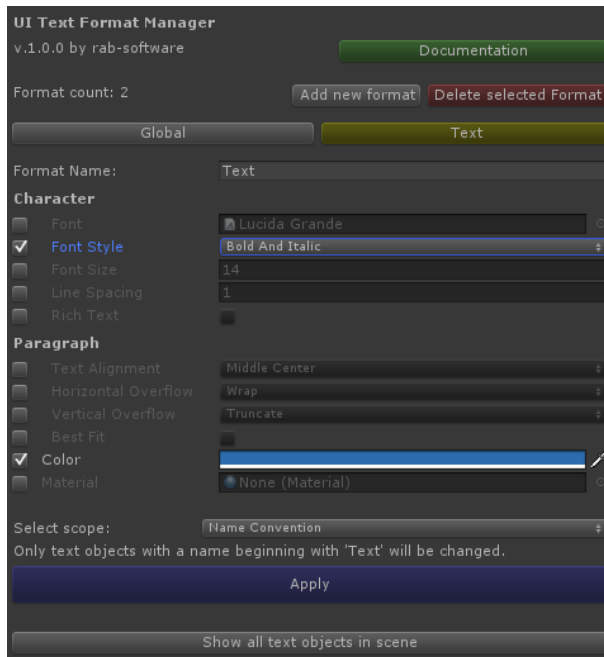
The “UI Text Format Manager” is working with two different scopes:

- Global scope: for global changes on every text object in your scene
- Name Convention: for detailed control on text objects in your scene

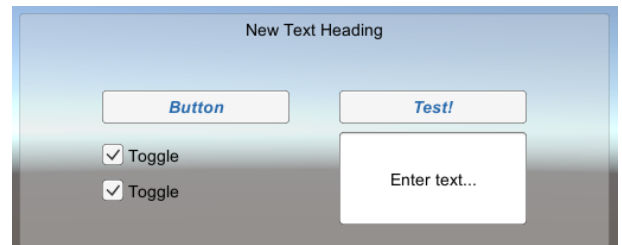
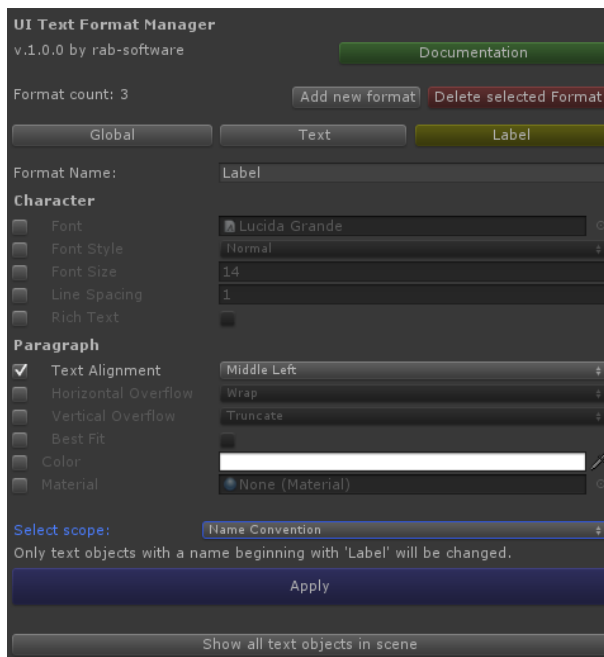
For the “Name Convention” scope your format name defines a filter which selects the text objects in your scene by the name of the text object. So a format name “Text” will only apply to text objects which names also start with “Text”. For an overview on all available objects in the scene use the button “Show all text objects in scene”.



In our example we have some standard UI buttons, toggles, a label and an input field. We renamed one label from “Text” to “H1_Text” to use a different format on the heading text. In the next step we prepare a new format for all “Text” named text objects and apply the color and style change.



Another step in this example will correct the text alignment of the two toggles. In the text object list we can see that they are named "Label". So the new format should be named "Label" as well.



All other text format changes will be done accordingly. Find out what you like to change on some text elements and create a new format. Rename text objects to use another format on them. You can use the text object list to select the text objects in the inspector window as a shortcut for renaming.

Don't forget to save your scene to keep your changes.