Thank you for purchasing a copy of Easy Damage Numbers!

I can be contacted any time at solclovser@gmail.com and on my Discord server.

Please leave a review to help other potential users :-)

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◆ Setup Instructions

1) Drag and drop 'Easy Damage Numbers' prefab to your starting scene. It is located under Sol Clovser > Easy Damage Numbers > Prefabs
2) Install Text Mesh Pro from your package manager and that's all.

◆ Usage

You can check out the DemoSpawner script in the Demo > Scripts folder or on the Demo Spawner object in the hierarchy for line by line usage.

Start by adding the following line to the start of your script to start using it.

```
using SolClovser.EasyDamageNumbers;
```

⏩ How to spawn a new number?

```
DamageNumberController damageNumberController =
EasyDamageNumbers.Instance.SpawnNewDamageNumber(transform,
"some text", new Vector2(1, 5));
```

The method takes in three parameters.

`Transform target`

Your number's position will be relative to the transform you pass in. For example if you want your number spawn close to your character, you pass your character's transform.

`string text`

Text is simply what you want to show on the screen.

`Vector2 offset`

Offset is how much you want your number to be offsetted from your target. For example in above code we are saying 'I want this number to be spawned at 1 unit right and 5 unit on top of my character'

`SpawnNewDamageNumber()` returns a `DamageNumberController` object.

⏩ How to animate the number to a location?

```
damageNumberController.DoAnimate(new Vector2(50, 200f),
0.50f);
```

We can call the `DoAnimate` method on the `damageNumberController` that returned from the spawn method.

The method takes in two parameters.

`Vector2 targetOffset`

How much you want to move the number from it's initial spawning position.

`float overXSeconds`

How many seconds you want this operation to take.

In the above snippet we are saying move the number 50 units right and 200 units up over 0.50 seconds.

⏩ How to return the number to the pool?

```
damageNumberController.Return();
```

Every number that is spawned needs to return to the pool. This automatically happens when you use `DoAnimate` but if you want to return it manually use the above snippet.

⏩ How to return all numbers to the pool?

```
EasyDamageNumbers.Instance.ReturnAllDamageNumbers();
```

It's a good practice to return all damage texts in major breakpoints like changing scenes. It might prevent leaks in edge cases like suddenly changing scenes while a text is still animating.

◆ Customization

You can edit the Text Mesh Pro component of Damage Number prefab in Sol Clovser > Easy Damage Numbers > Prefabs > Damage Numbers or create your own.

Then simply drag it to the Damage Number Prefab slot on the Easy Damage Numbers object in your scene and it will start using the new looking text.