

EXOA

EASY TOOLTIPS AND OVERLAYS - MANUAL

30/10/2023

[Latest online version is accessible here](#)

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INTRODUCTION

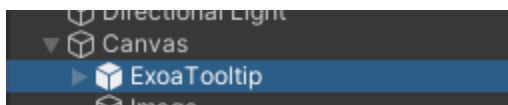
Easy Tooltips And Overlays, is a very easy way to add overlay UI elements in your game or application! It works on 2D sprites, 3D objects and UI elements!

Two main features:

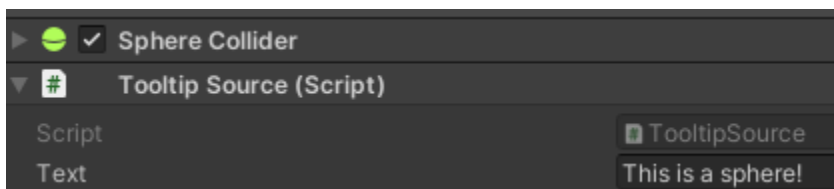
- A tooltip system that lets you display tooltips on UI elements and 3D objects. You can display these tooltips using your mouse, keyboard or gamepad!
- A 3D UI overlay system that lets you display any UI on top of moving 3D objects. All elements are rendered in the main Canvas for saving GPU and for readability. Even if the 3D object gets smaller on screen, the UI element following it stays at the same scale!

HOW TO USE THE TOOLTIPS

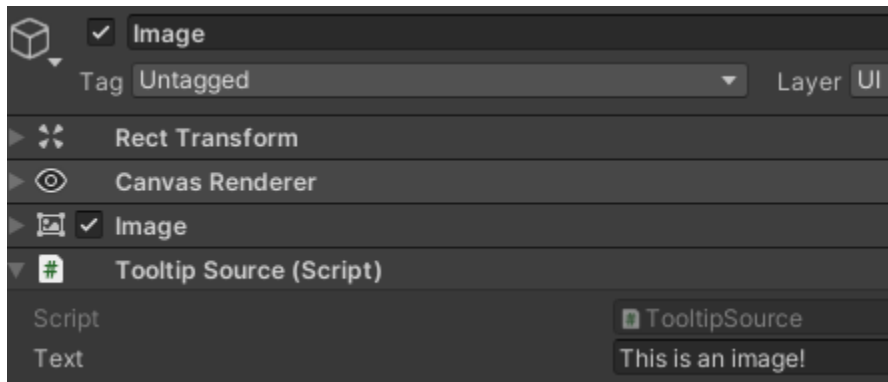
- Import the plugin in your project
- Add the the “ExoaTooltip” prefab (located at Exoa/EasyTooltips/Prefab/ExoaTooltip) inside a Canvas:



- Add the “Tooltip Source” component on any GameObject where you need a tooltip. For 2D sprites and 3D objects, you also need to have a collider for the mouse detection to work!



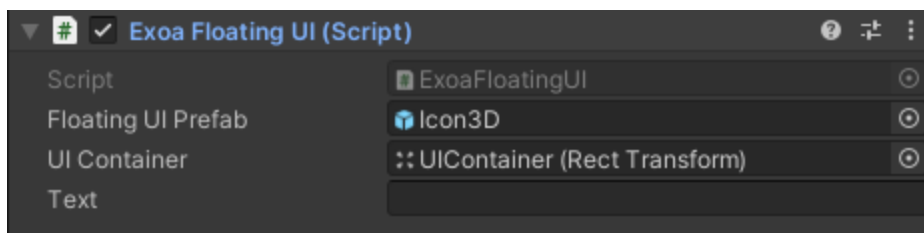
- UI objects don't need colliders



- Hit play! You can either use your mouse to hover the gameobjects, or keyboard or a gamepad to select the ui element.

HOW TO USE THE OVERLAYS

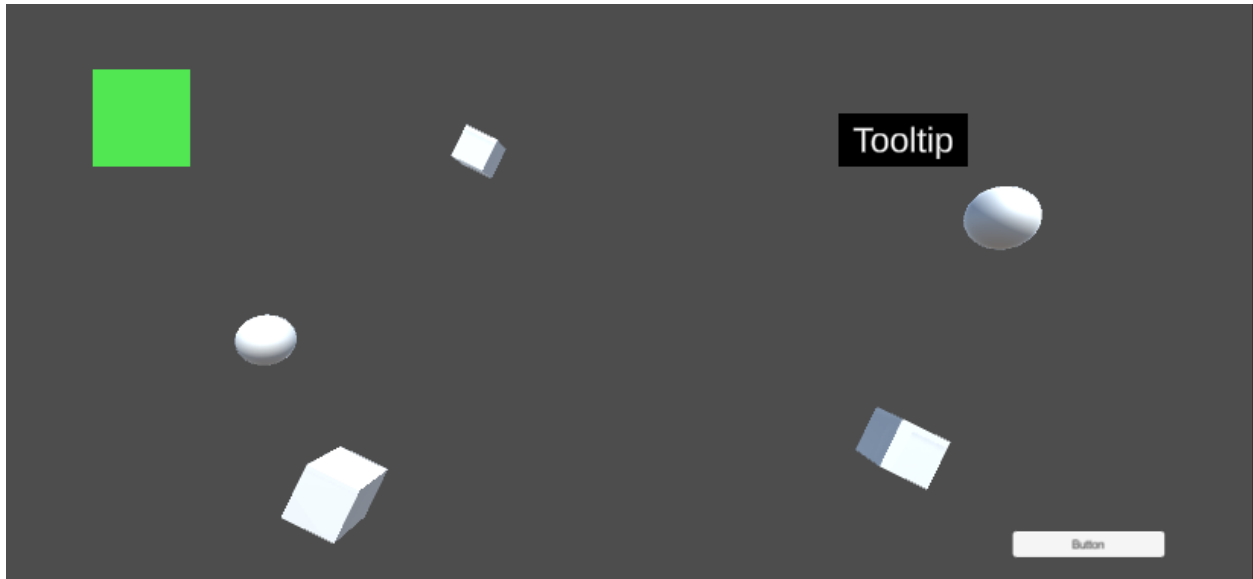
- Import the plugin in your project
- Add a Canvas and/or UI container that will host the overlays
- On any gameobject add the ExoaFloatingUI component



- Drag a prefab (Icon3D/SpeechBubble3D/Label3D/Gauge3D for example)
- Fill the UIContainer variable with your canvas or container.
- For Label3D and SpeechBubble3D you can also fill the “text” property in the inspector (or in the code using the “SetText(string)” method.
- Hit play! The gameobject will have the UI element overlaying the gameobject. You can offset the location by placing an empty gamobject as child, offsetting it slightly and placing the ExoaFloatingUI component on it instead.
- Create your own UI3D prefabs by extending the demo prefabs!

DEMOS

Check out the demo scenes for a basic implementation (located in Exoa/EasyTooltips/Demo/Scenes)



- Demo_Mouse_Support: Demonstrates how to add tooltips on UI elements, as well as 3D game objects, and 2D sprites.
- Demo_GamePad_Support: Demonstrates the tooltips working using a keyboard or gamepads
- Demo_3D_Support: Shows how to have UI elements overlaying and following 3D objects

OTHER PLUGINS

- [Home Designer](#)
- [Floor Map Designer](#)
- [HOME DESIGNER BUNDLE](#)
- [Level Designer](#)
- [Assets Manager Pro](#)
- [Packages Manager Free](#)
- [Tutorial Engine](#)
- [Responsive UI Pro](#)
- [FPS Free](#)
- [Touch Camera Pro](#)
- [Touch Camera Lite](#)
- [Super Hexagone Full Game](#)
- [Re-Pair Full Game](#)

SUPPORT

Please post your questions and issues on the new forum: <https://support.exoa.fr/>

You can still contact me for anything else at contact@exoa.fr, but keep your technical questions and issues on the forum please! There is a chance that your email falls into my spam box so you have a better chance to get an answer through the forum!