

API Changes

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- TextSynchronizer class
- TextEffectBase class

TextSynchronizer class

`public void SetNewPhrases (PhraseAsset phraseAsset)` method was removed, use `Phrases` property instead;

`public GameObject GameObjectWithTextProperty` field was removed, use `GameObjectWithTextComponent` property instead;

`public PhraseAsset Phrases` field was removed, use `Timings` property instead;

`public TextEffectBase Effect` field was removed, use `TextEffect` property instead;

`public event Action OnKaraokeFinished` event was renamed to `OnSyncFinished`.

TextEffectBase class

`public void OnTimingEnter (Timing timing)` method was split into two methods: `void OnTimingEntered (Timing timing)` and `void OnTimingStarted (Timing timing)`;

`public int GetNextSubTimingIndex (int currentTimingIndex)` method changed signature and moved to `TextSplitterBase.GetNextTimingIndex(int currentTextPartsIndex, int currentTimingIndex)`.

Please let me know if you have any questions.

E-mail: unitymedved@gmail.com