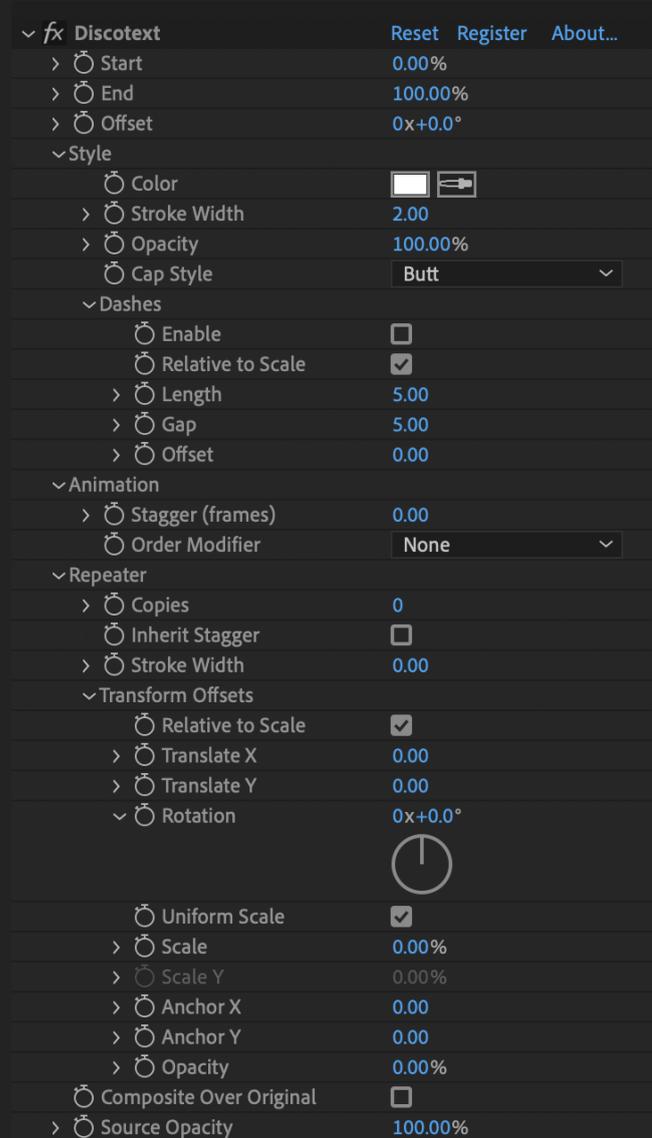


# Discotext

Discotext brings trim paths to live text layers. It also includes powerful cloning and offsetting controls. Expanded UI shown below.



## General Use:

Discotext must be applied to text layers. For installation directories see the readme. In AE versions below CC2018, text layers with parented transforms may not behave as expected (depending on the parented transform). This is a technical limitation that has been resolved in CC2018 and newer.

Motion Blur must be enabled on the layer and the comp for Discotext to render motion blur. It also inherits the compositions motion blur settings: shutter angle, phase and samples.

Discotext is compatible with all text modes (paragraph, vertical etc.) and the following text animators:

- Transforms (except per character 3D and opacity)
- Tracking
- Character Offset & Value

3D text must be precomposed before being offset in Z.

Note: text in [blue](#) corresponds to a parameter inside the effect UI.

## Start, End, Offset

These mimic the functionality found in shape layer trim paths. [Start](#) & [End](#) are % based from 0 to 100. The [Offset](#) parameter offsets both start and end and is measured as an angle with 360 degrees being one full cycle. Offset can be negative and cycles almost infinitely.

Text layers often have more than one character, and each character can contain multiple paths. Start, End & Offset affect all paths at the same time, however you can choose to stagger/offset this under the [Animation](#) topic.

## Style:

### Color

Controls the color of the text outline. Discotext disregards the original color of the text layer unless [Composite Over Original](#) is enabled. If Composite Over Original is set, it will then composite Discotext over the original text layer with it's original fill (and stroke if enabled) color.

### Stroke Width

Controls the width of the stroke, measured in pixels.

### Opacity

Controls the transparency of the text outline.

### Cap Style

Controls the cap behaviour of the path. The thicker the [Stroke Width](#), the more evident differences in [Cap Style](#) become. [Butt](#) is recommended for thin lines but may not be suitable for thicker lines, especially if the trim [Start](#) & [End](#) are animated. [Square](#) is recommended for these cases. [Round](#) can be used for both cases depending on which style you're aiming for. Note this parameter can be keyframed if different styles are required at different times.

## Dashes:

### Enable

Enables [Dashes](#).

### Relative to Scale

If this option is enabled, [Length](#), [Gap](#) & [Offset](#) will be multiplied by the text layer's scale. This is handy if the text layer changes size but you want to maintain the same style of dashes.

### Length, Gap & Offset

These parameters are all measured in pixels. [Length](#) is the length of the dash, [Gap](#) is the space between each dash, [Offset](#) offsets both Length & Gap.

## Animation:

### Stagger

Controls the amount of [Stagger](#) (or time offset) each path receives. This is only applicable if [Start](#), [End](#) or [Offset](#) are animated. Stagger is measured in frames.

# Animation:

## Order Modifier

Determines which order the paths are staggered/offset. If [None](#) is selected (which it is by default), the paths will generally be staggered left to right (depending on the font). This can be modified to [Reverse](#) or [Random](#).

# Repeater:

This topic generates copies which you can offset and transform.

## Copies

Controls the number of [Copies](#) to draw.

## Inherit Stagger

Only applicable if [Start](#), [End](#) or [Offset](#) is animated and [Stagger](#) is greater than 0. If disabled, all copies receive the same stagger as their original path. If enabled, each copy receives stagger before other paths.

## Stroke Width

Controls the difference in [Stroke Width](#) between each copy. Can be positive or negative. For example: if negative each copy will get thinner whereas if positive, each copy will get thicker.

# Transform Offsets:

## Relative to Scale

If enabled, [Translate](#) offsets will be relative to the layer's scale (useful if the layer's scale animates). [Anchor](#) offsets are always relative to layer scale regardless of this parameters state.

## Translate X&Y

Controls the amount of [Translation](#) offset received per copy.

## Rotation

Controls the amount of [Rotation](#) offset received per copy. This is controlled by the layers anchor point, and affected by [Anchor](#) offsets.

## Uniform Scale

Determines if [Scale X](#) can be independent of [Scale Y](#).

## Scale X&Y

Controls the difference in [Scale](#) each copy receives. Measured as a % of the original.

## Anchor X&Y

Controls the [Anchor](#) offset for copies. Note: unlike all other parameters in this topic, this value is not cumulative per copy.

## Opacity

Controls the [Opacity](#) change per copy. Example: if you have 100 copies and the opacity change is -1%, the 100th copy will be completely transparent.

# Composite Over Original

If enabled, draws everything on-top of the original layer, based on the [Source Opacity](#) below. If disabled, the input layer is completely disregarded and only pixels drawn by the Discotext plugin will be displayed.

## Source Opacity

Determines the opacity of the original layer. Useful if you want to draw the text as a fill in addition to Discotext.



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