Easy Credits Documentation
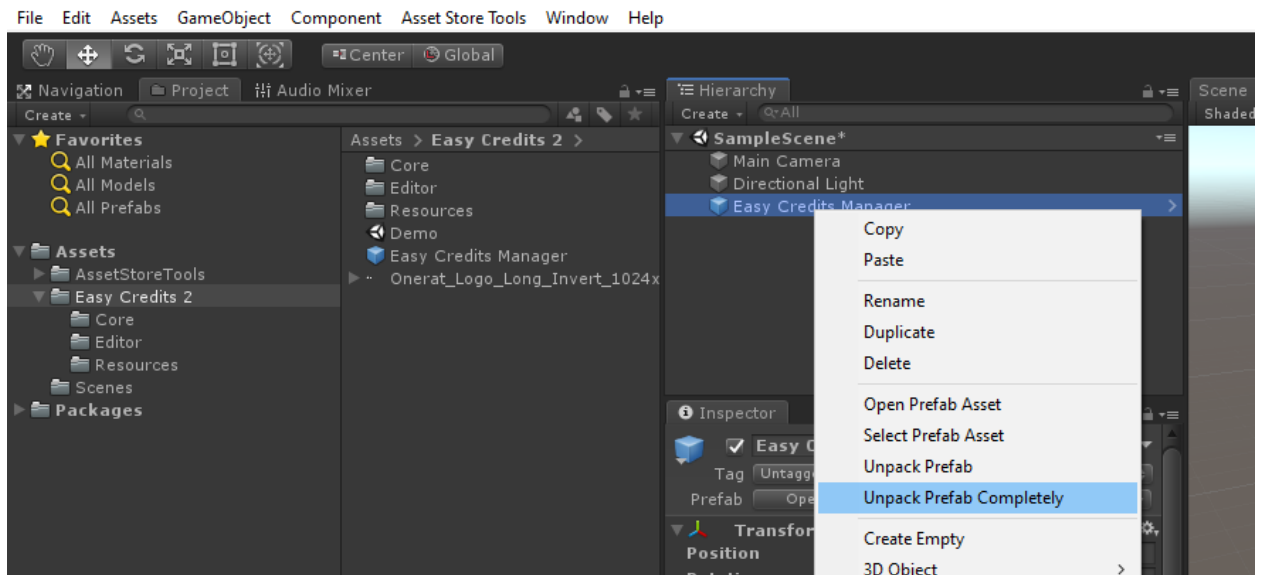
Version 2.06
Created by @oneratdyan

Setup

Unity 2018 and above:

1) Drag the **"Easy Credits Manager"** prefab from **"Assets/Easy Credits 2"** into an empty scene.

2) Unpack prefab

3) Create your credits data (look at [Creating and managing credits data](#)).

4) Click on the object in the Hierarchy window and change settings as desired in the Inspector window.
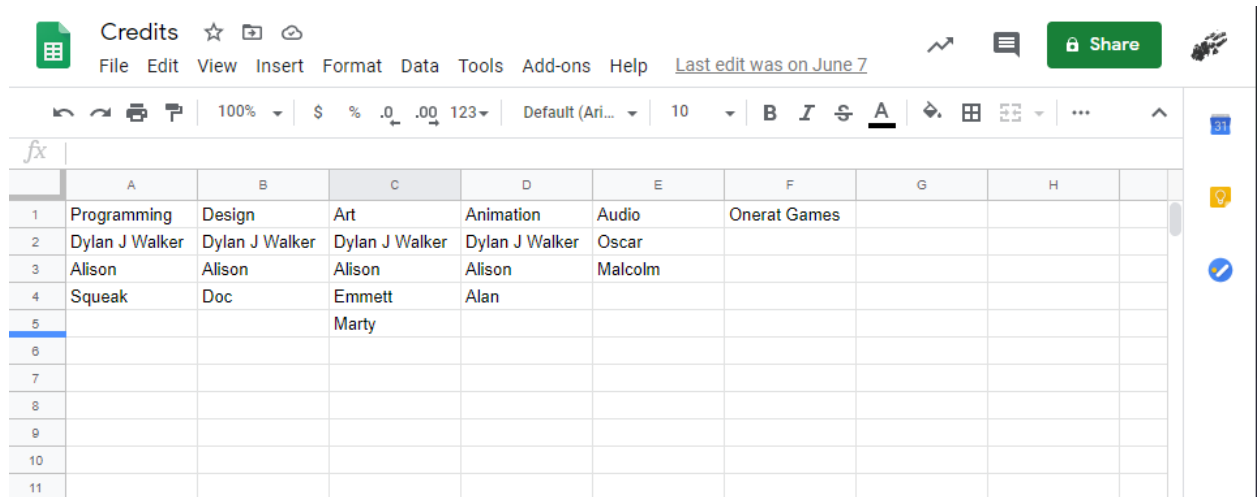
5) Now you have easy credits.

Unity 2017 and below

1) Create an empty object.

2) Add the "EasyCreditsCanvasManager.cs" and "EasyCreditsDataManager.cs" scripts found in "**Assets/Easy Credits 2/Core**" to the object.

3) Create your credits data (look at [Creating and managing credits data](#)).

4) Click on the object in the Hierarchy window and change settings as desired in the Inspector window.

5) Now you have easy credits.

Creating and managing credits data

1) Open your **spreadsheet editor** of choice (for this example i'll be using **Google Sheets**).

2) Create a sheet titled **"Credits"** It must be titled this by default. To use a different file name for things such as multiple credits scenes in one project you can change the desired file name in the inspector within the "General" tab of the Easy Credits Manager object.

3) Layout all of your **roles and names** as seen below.

This would create the following credits:
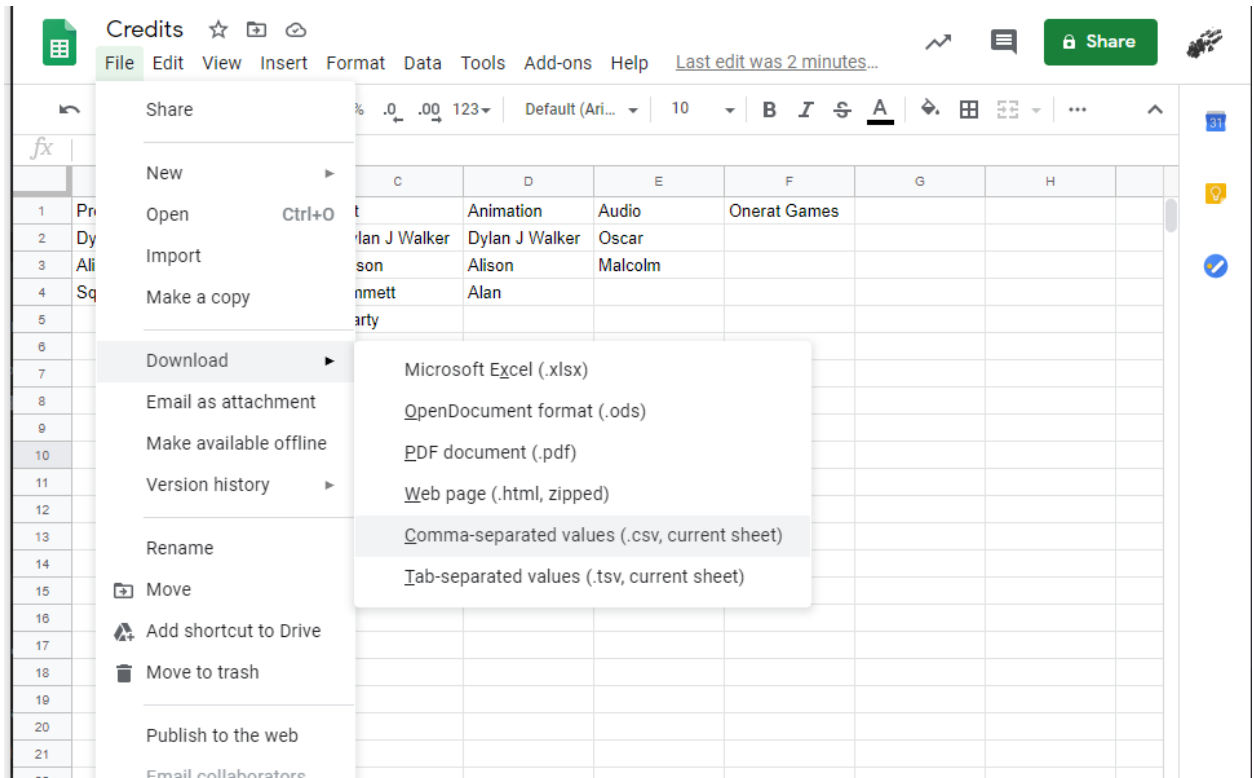
Programming
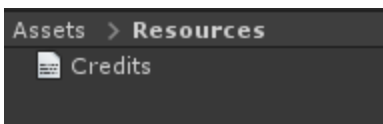Dylan J Walker
Alison
Squeak
Design
Dylan J Walker

Alison
Doc

And so on…

4) Download your sheet as a **Comma-separated values** (CSV)

5) Added the downloaded **Credits.csv** to your **"Assets/Resources"** folder (It must be placed in the resources folder)
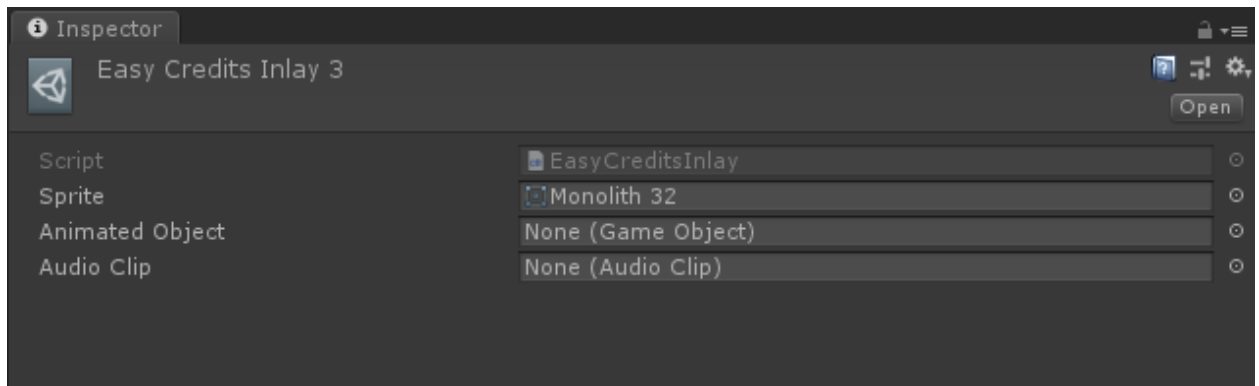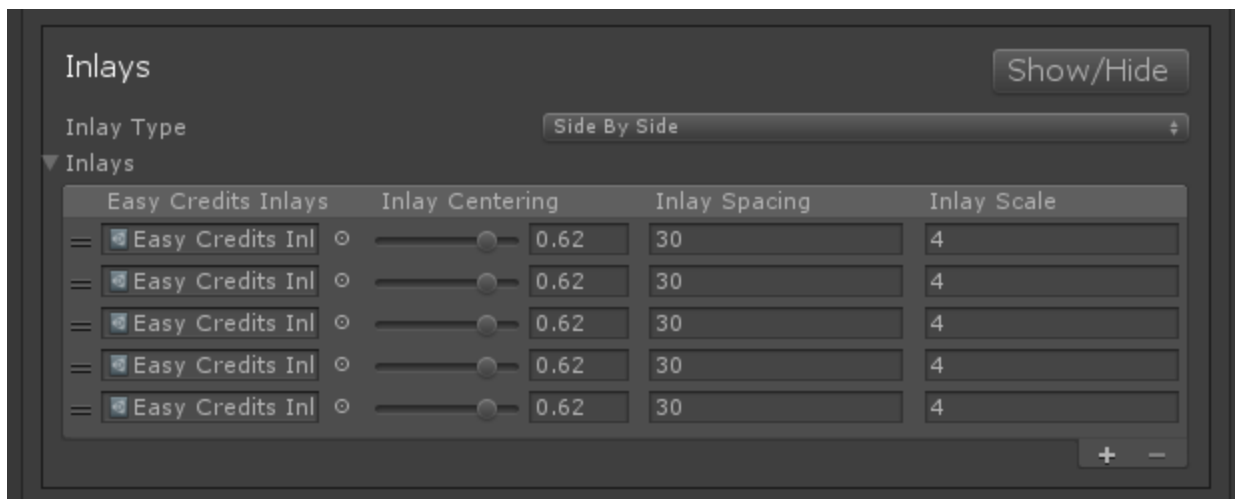

6) Now your credits are readable by **Easy Credits**.

Creating and Using Easy Credits Inlays

1) Right click in the project window, click **"Create\Easy Credits\Create Inlay"**.

2) Add either a **sprite** or **animated object** and an optional **audio clip**.

3) Drag and drop the **Easy Credits Inlays** into the **Inlay section** of the Easy Credits inspector, set **position offsets**, **scale** and **spacing** per inlay.

4) Use the drop down options to have the inlays either **inline** with the credits, **side by side** or to add **Stationary Inlays**.

Creating and Using Easy Section Elements

1) Right click in the project window, click **"Create\Easy Credits\Create Section Element"**.
2) Define section title and names that fall under that section.
3) Set Data Format in General Tab or Easy Credits Inspector to ECSE.
4) Assign Section Element in Section Elements Tab of Easy Credits inspector.

Using Credits in World Space

1) Enable the advanced options in the General Tab.
2) In Advanced Options Tab switch Canvas Render Mode to World Space and toggle off Camera Orthographic.
3) Now you can position your credits in world space by moving and rotating the Easy Credits Manager object in the Hierarchy Window.

Support

discord.gg/oneratgames

Change Log

Version v2.06

- Improved world space canvas mode.
- Improved end credits trigger (now distance based instead of renderer based. This is better for VR and World Space implementations, as the player can look down at the bottom of the credits without triggering them to end).
- Fixed preview mode when using world space canvas.
- Improved performance.

Version v2.05

- Added ECSE (Easy Credits Section Element) system, allowing for full credit management within Unity for smaller projects that don't need the benefits of a spreadsheet.
- Added Advanced Options Tab, allowing control over the canvas and camera.
- Fixed warning logs.

Version v2.04

- Added edit mode live preview editing.
- General workflow improvements.

Version v2.03

- Added "File name" property to inspector. Allowing for multiple credits scenes within one project.

Version v2.01

- Fixed scaling issue in builds.
- Added left right position offsets.
- Added Inlay system.
- New Inspector.
- Improved presets.
- Wrapped Core in namespace (Onerat.EasyCredits).
- Added on credits start and end callbacks.