

# Easy Credits Documentation

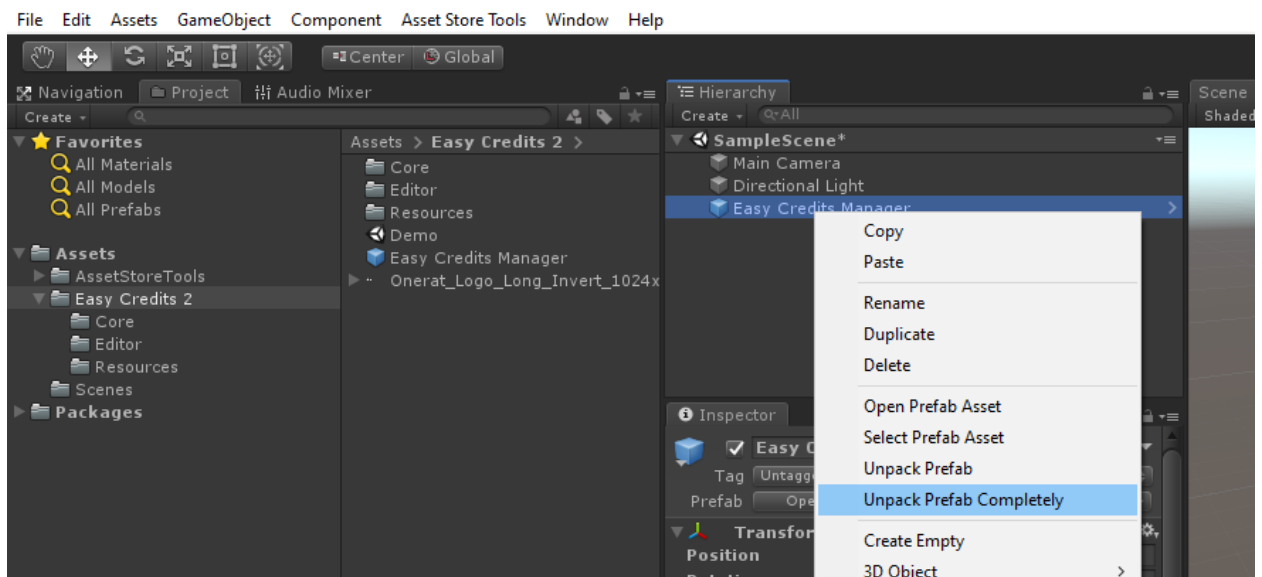
Version 2.03

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.

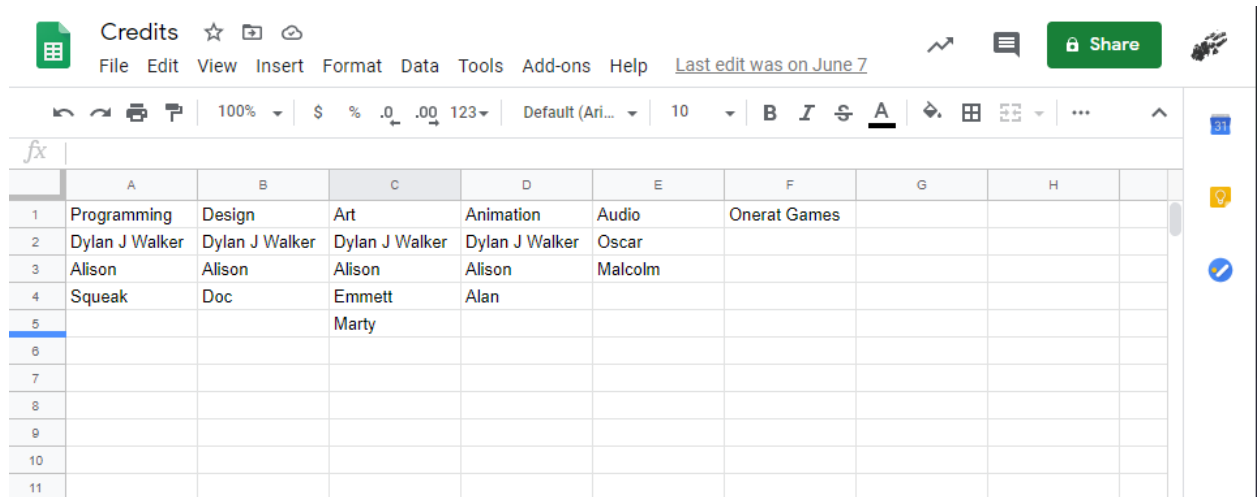
### Unity 2017 and below

- 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.



The screenshot shows a Google Sheet titled "Credits" with a menu bar (File, Edit, View, Insert, Format, Data, Tools, Add-ons, Help) and a toolbar. The sheet contains a table with 11 rows and 10 columns (A-J). The data is as follows:

	A	B	C	D	E	F	G	H	I	J
1	Programming	Design	Art	Animation	Audio	Onerat Games				
2	Dylan J Walker	Dylan J Walker	Dylan J Walker	Dylan J Walker	Oscar					
3	Alison	Alison	Alison	Alison	Malcolm					
4	Squeak	Doc	Emmett	Alan						
5			Marty							
6										
7										
8										
9										
10										
11										

This would create the following credits:

### **Programming**

Dylan J Walker

Alison

Squeak

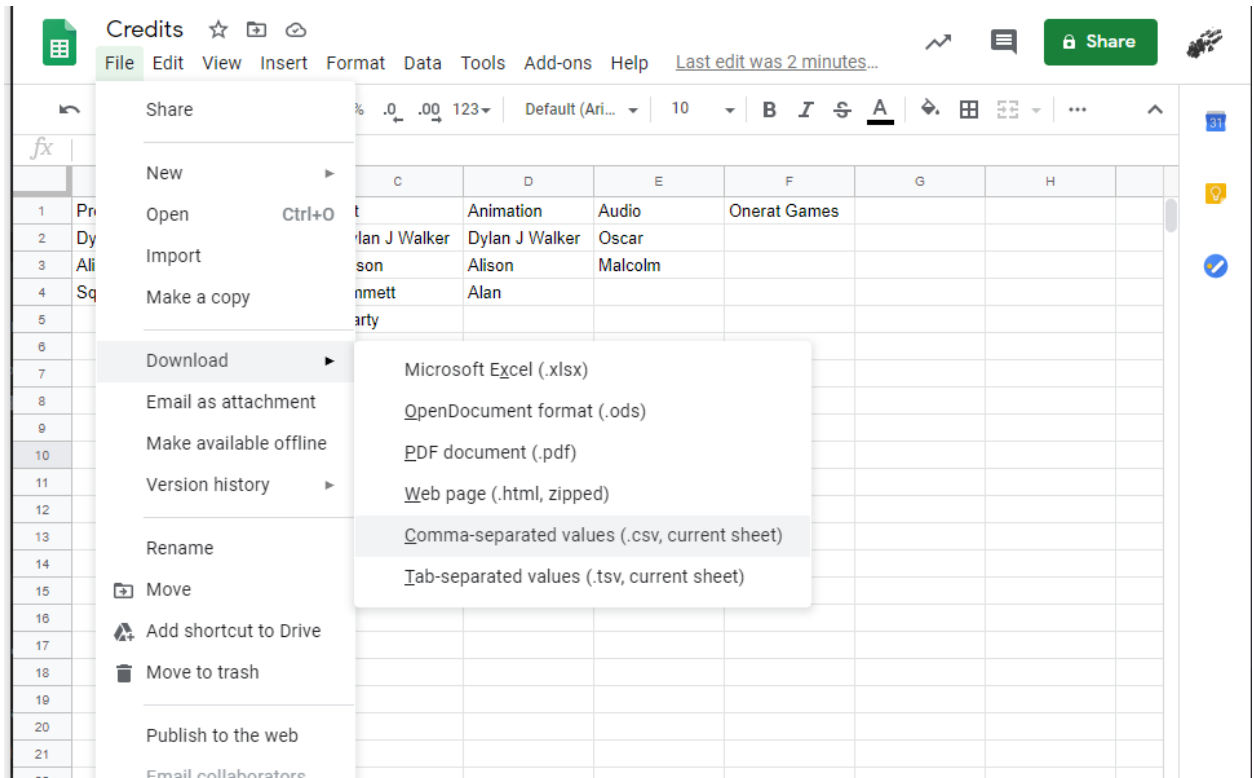
### **Design**

Dylan J Walker

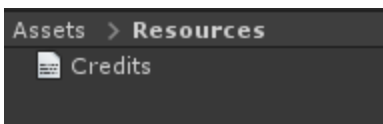
Alison  
Doc

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)

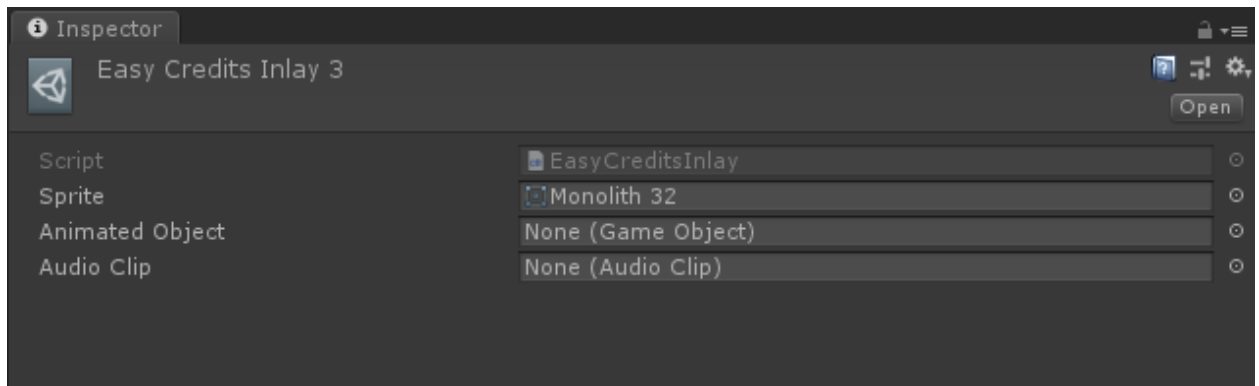


6) Now your credits are readable by **Easy Credits**.

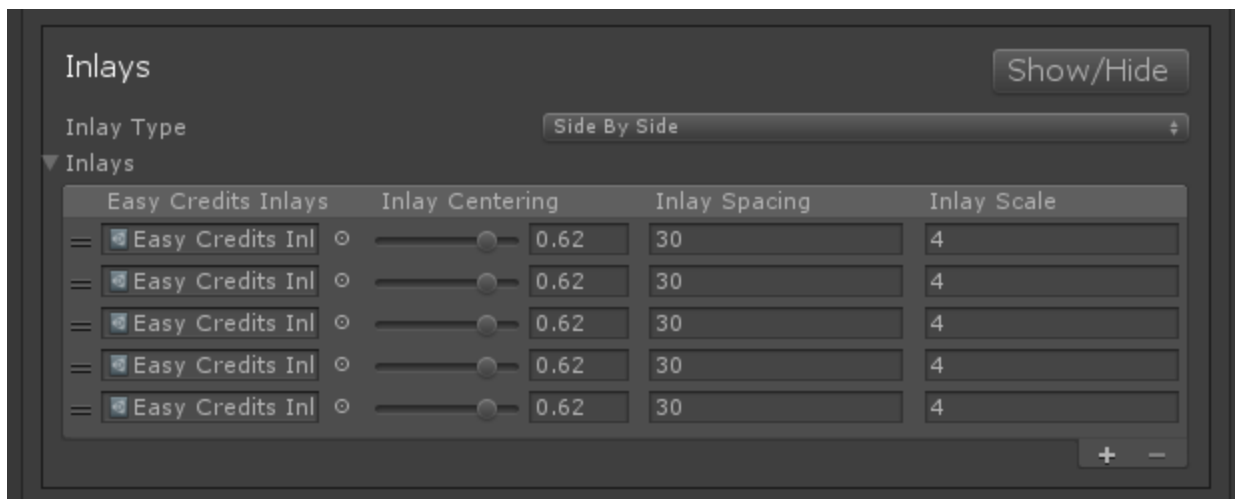
## Creating and Using Easy Credits Inlays

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**.

## Support

[discord.gg/oneratgames](https://discord.gg/oneratgames)

# Change Log

## 2.01

- 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.