Credits Pro!

Documentation

Thank you for purchasing Credits Pro!

Feel free to contact us if you have any questions or suggestions either by using the contact form on **http://3DSauce.com/**, or by email: **support@3dsauce.com** Please remember to leave a rating on the Unity Asset Store if you've found this kit useful.

Contents

1 - Getting Started

Credits Pro has been tested and is working as intended in Unity version 5.0.0 and upward.

You can begin by loading the one of the two example scenes from within the scenes folder. These scenes should give you an idea of how the interactive credits can be used, as well as what a standard credits layout looks like on canvas.

Canvas prefabs for both a full screen version and an area limited version can be found in the prefabs directory. You can simply drag and drop either of these into an existing scene to quickly get started. **Make certain you have an "Event System" game object already in your scene. If you do not already have one in your scene, you can add it via the "GameObject/UI/Event System" menu selection.**

Note: If you happen to have the DOTween addon already in your project, you will have to delete the included version of DOTween to prevent console errors.

The free version of DOTween has been included in this package legally according to the DOTween redistrubution license. (*http://dotween.demigiant.com/license.php*) The most up to date version of DOTween can be found on the Unity Asset Store.

For assistance in creating your own credits and adding interactivity, please refer to the following guidelines.

2 - Credits Creator Tool

Launching the Tool:

You'll find the credits tool in the "Window" unity menu dropdown, it will be called "3D Sauce Credits Tool." Simply click this and you will be greeted to a new editor window with a bunch of useful tools to help you in creating your own credits layout. The following will cover each section of the tool individually.

Note:

When working with credits, you will only be able to see the credits that are currently within the scrollrect mask which is the size of your current game view by default. To get around this limitation, you can simply select the “ScrollRect” GameObject and disable the “Mask” component while you are working. When done, remember to re-enable the mask so that it will work properly in-game.

1. ScrollView Content:

Before you can use any of the tools in this editor window, you will have to define your “Content” GameObject within your scene. Simply drag and drop the “Content” GameObject from your scene hierarchy into the empty GameObject slot in the tool. The required auto layout components will be added to the object and you are ready to start adding content.

If you plan on using the auto scrolling script you can also add this now by pressing the “Attach Auto-Scroll” button. If you used the “ScrollView_CreditsPro” prefab to create your credits, the required exposed variables should be auto filled. If not, you will have to select your “Content” GameObject where you will be able to see the “Credit Scroller” component in the inspector. Each of these exposed variables must be assigned by dragging and dropping the missing GameObjects from your scene into the appropriate slots.

2. Add Text Element:

This is where the majority of your credits content will be created. First you must choose the type of element you want to add to your credits. Click the drop down menu and you will see a list of possible text elements. Choose one and then fill in the text field below with whatever content you want. When you are happy with your entry, simply press the “Insert Item” button and your text content will be automagically added and positioned within your canvas.

Below the text elements, you will find two additional and very useful credit element types. The first button “Line Break,” will add a line space between your previous element and the next. The second button “Divider,” will add a visible divider between you previous element and the next.

3. Internet Address:

This section is for adding a button which will act as a link to a website URL. Fill in the “Internet Address” text field with the desired website url, and then fill in the “Button Text” field with whatever text you desire to appear on the button. Once filled in, you can press the “URL Button” and you’ll find your shiny new button link within your canvas.

If you need to edit the URL, you can find the “Button Open URL” script on the gui element.

4. Add Image:

This will allow you to place images and logos within your credits. Simply place a Unity GUI ready sprite in the blank slot and press the “Insert Image” button. You will find your image in the canvas, if you are not happy with the size of your image you can edit it further in the inspector by adjusting the preferred width and height in the “Layout Element” component.

5. Mass Color Elements:

If you want to color all of the text elements of a given type within your credits, this section is for you. Simply choose the type of element you wish to color from the dropdown, then choose a color with the color picker and press the “Colorize” button.

6. Font:

You can change the font for all of your text elements quickly and easily by choosing a font from within your project and pressing the “Change Font” button.

7. Customizing Text Element Prefabs:

In the Resources/Prefabs/Elements folder you will find the prefabs that each element is dynamically created from. If you change the font size in these prefabs, it will affect all future elements of that type you add using the credits tool. The alignment can also be adjusted in these prefabs.

If you're credits happen to already be laid out, you can also select all of the elements of each type in your scene hierarchy and change the font size, alignment etc all at once within the inspector.

3 - Loading Credits From a Text File

Using the Credits Tool:

The final area of the Credit Creator Tool will allow you to import an external text file with your desired credits layout directly into your canvas. The new elements will be created in the same manner as if you had created each one individually using the tool.

There are a few things to consider when creating your text file. You can find an example text file called “ImportCreditsSample” in the Resources/Demo directory. When creating a text file, each element must be on it’s own line. Each line must also have a prefix to tell the credit creator what kind of element is contained on a given line.

The following elements are available when creating credits in a text file.

 (Line Break)
<divider> (Content Divider)
<t> (Title)
<n> (Name)
<i> (Info, used for large blocks of text)

4 - Auto Scrolling Credits

Standard Setup:

There are two ways to add the auto scrolling credits to your canvas. The first is covered above in section 1 of the tool outline, you simply have to press the “Attach Auto-Scroll” button after you have specified your content GameObject.

If you are not using the credits creator tool, you can add “Credit Scroller” script manually by dragging the “CreditScroller” script from the Resources/Scripts directory onto the “Content” GameObject within your

scene. To function properly, it requires that you fill in all of the empty GameObject variables on the script visible in the inspector.

Once these are all filled in, you can adjust the “Scroll Speed” slider to control how quickly your credits will scroll when playing.

Restricted Area Scrollview:

The auto scrolling credits were made to support having the touch area restricted to the scrollview area. If you wish to have the auto scrolling credits restricted to a smaller area within your screen, you can simply change the left, right, top, and bottom values in the Scrollview Rect Transform’s anchor. To see an example of this, you can load the “CreditsPro_AreaExample” found in the Scenes directory.

5 - Stop, Reset and Resume

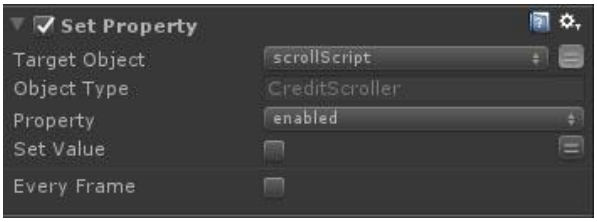
For simple credits screen reset, you can simply make your credits as a unique scene. This will result in the credits being reset properly everytime you load the credits scene. If you are in need of something more dynamic built into your current game scene, you can refer to the following information.

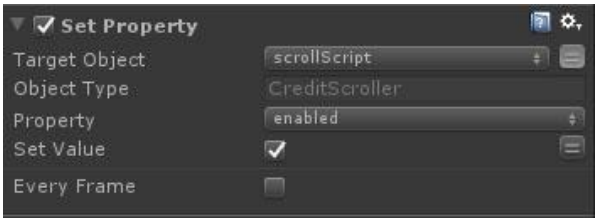
C#:

To stop and reset the credits in code, you can disable the “CreditScroller” script component on the “Content” gameobject. To reactivate the credits, simply re-enable the “CreditScroller” script component and your credits will restart auto scrolling from the beginning.

Playmaker:

To stop and reset the credits in Playmaker, you will do the exact same thing as above, but using Playmaker Set Property actions to enable and disable the “CreditScroller” script component.





If you’ve enjoyed the package and would like to encourage updates and new kits, please remember to rate it and leave a review on the Unity Asset Store.

The secret is in the sauce!

3dsauce.com