

Closing Credits

Support contact & info

This documentation can be viewed online at <http://www.williamjouot.com/creditroll>

If you need support, email me at willjouo@gmail.com

Overview

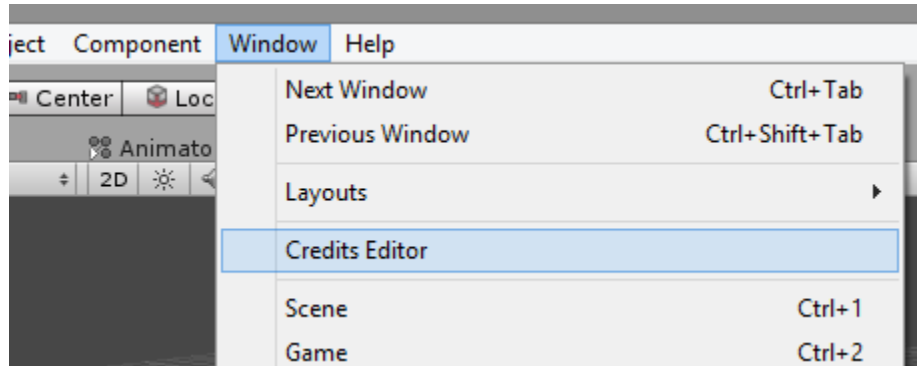
Closing Credits generates a nice-looking credit roll.

Files

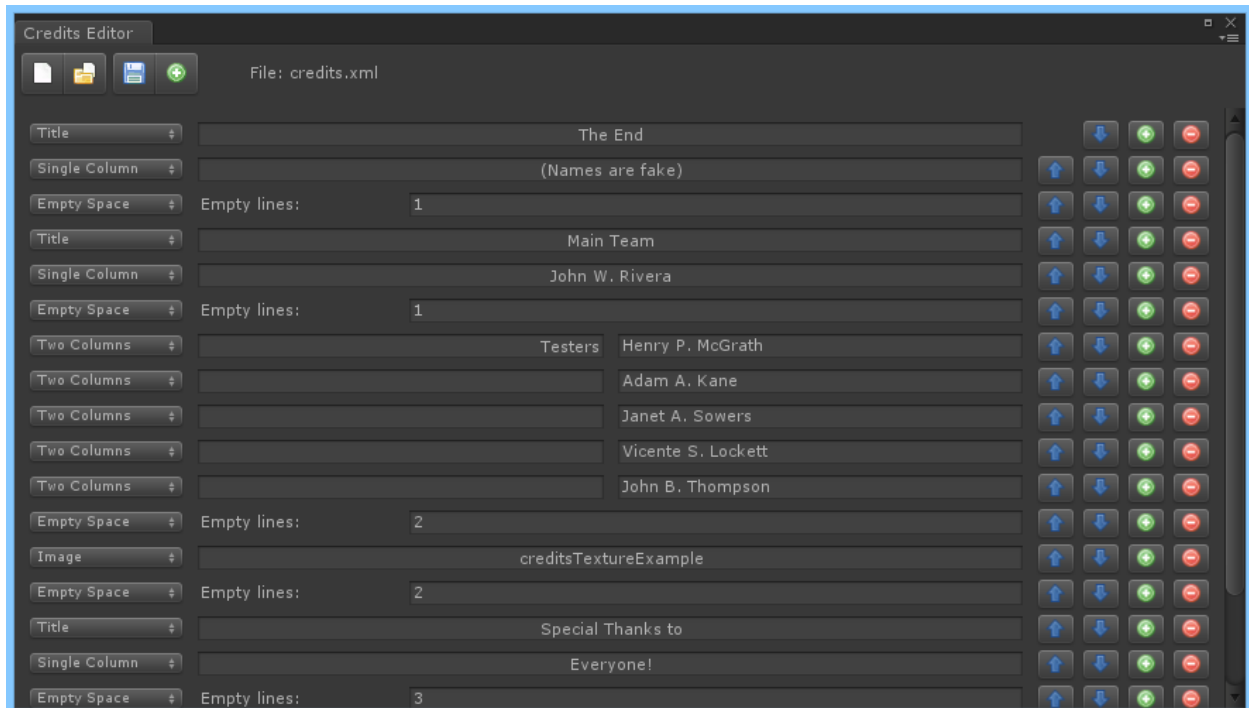
- **0_Docs/** - Folder containing the documentation
- **1_Scripts/**
 - **Editor/** - Folder of the Unity Editor scripts
 - **Prefabs/** - Contains the scripts for each credits line type
 - **Credits.cs** - Main script
- **2_Prefabs/** - Contains all the GUI prefabs
- **3_Demo/**
 - **CreditsExample.unity** - Demo scene
 - **CreditsExampleScript.cs** - Script used in the demo scene
 - **Resources/** - Contains a credits.xml file and a texture used in the demo

Usage

After importing the package, the first thing you will want to do is to create a Credits file. Simply go to the *Window* menu and select *Credits Editor*.



When you first open the editor window, only two buttons are available on the top left of the window: a button for creating a new file and one for opening an existing file, they are pretty straightforward. Click on the first button and create somewhere in your project the credits file.

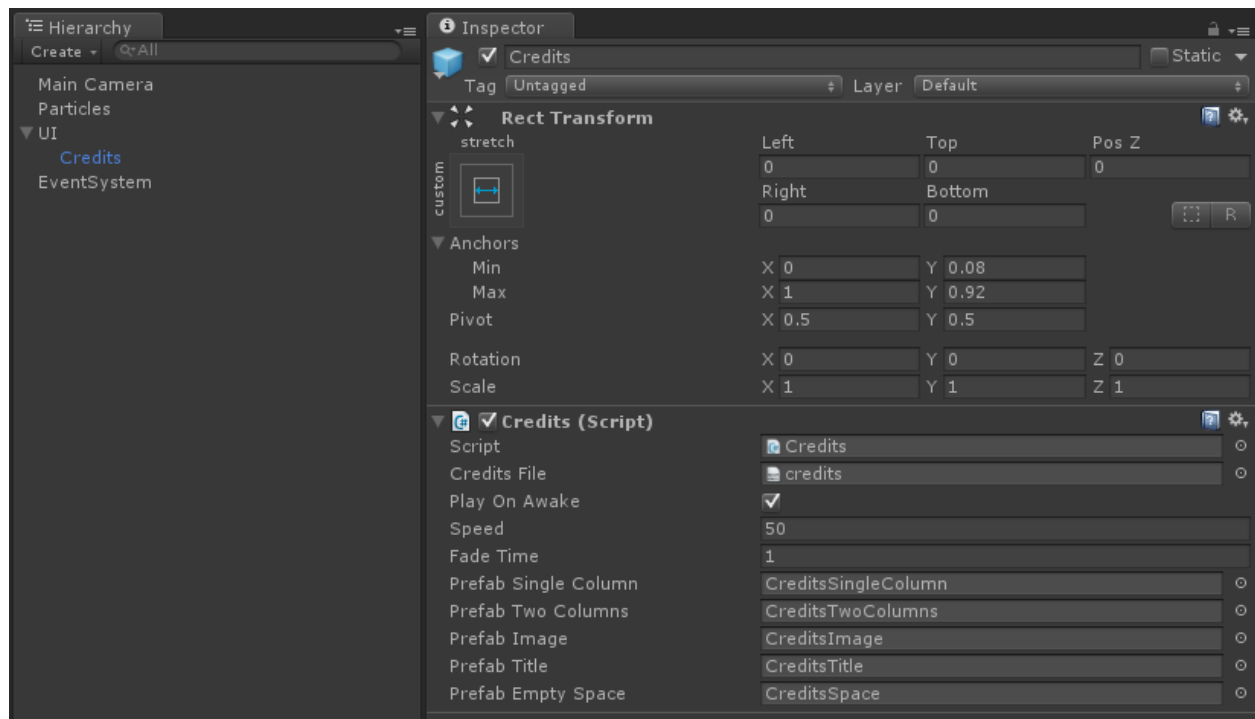


The green + button at the top will add a row at the bottom of the credits. In the main part of the window are the credits rows.

For each row you can:

- Choose the type:
 - *Empty Space* adds empty rows.
 - *Image* will display a texture. You must enter the name of the texture which is in a Resources folder, because it will be loaded with *Resources.Load()*.
 - *Single Column* is a simple centered text.
 - *Title* is a big centered text.
 - *Two Columns* is two columns with a header and a text.
- Enter the text or the data corresponding to the row type.
- *Up* and *Down* buttons will reorder the rows.
- *Add* will insert a new row before the current one.
- *Delete* will delete the current row.

When your credits file is complete and saved, you must drag and drop the 2_Prefabs/Credits prefab in your root GUI gameobject. Some people directly used the demo scene for their game.



Properties of the Credits script

Credits File The credits file you have created using the Credits Editor.

Play On Awake Closing credits will start as soon as the scene is loaded when set to TRUE.

Speed Speed of the credits. 50 is a good value.

Fade Time In how many time the credits will fade in and out. In seconds.

Prefab ... Fill those by drag & dropping the corresponding prefabs in the **2_Prefabs/** folder.

Now your credits are ready! Play the scene and watch the result!

Modifying the credits

This new version of Credit Roll uses the new GUI system of Unity 4.3/5. You can change the color, the size, the font and all the properties for each type of line by altering the prefabs in the **2_Prefabs/** folder.

The height determines the line spacing, as the text is vertically align to the top. This allows you to set a different line spacing for each type of line.

Don't forget that you can add scripts like Shadow or Outline for your texts, which are shipped by default with Unity.

Scripting and callbacks

If you did not set *Play On Awake* to *TRUE*, you can start the closing credits with the `beginCredits()` function. The Credits class is set as a singleton for convenience:

```
Credits.getInstance().beginCredits();
```

If you want to know when the credits ends, create a script and use the C# event system like this:

```
void Start()
{
    // Callback
    Credits.getInstance().endListeners += new Credits.CreditsEndListener(creditsEnded);
    // creditsEnded is the name of the function
}

void creditsEnded(Credits c)
{
    // Do something, like changing scene
}
```

You can find those examples in the **3_Demo/CreditsExampleScript.cs** file.
You now know everything about this addon!