

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

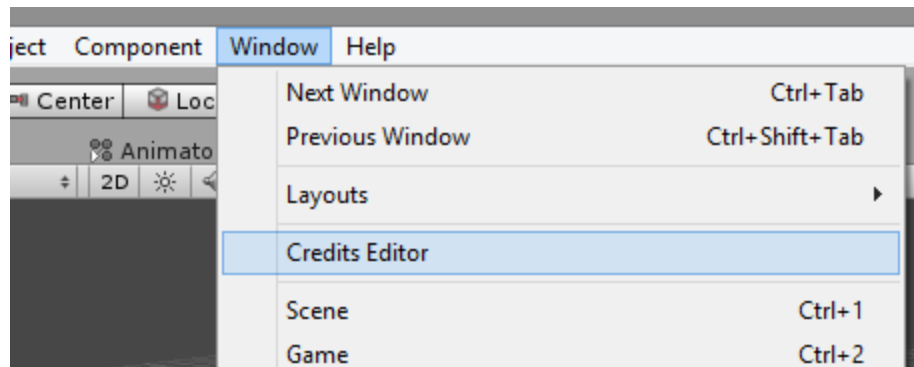
Closing Credits generates a nice-looking credit roll.

Files

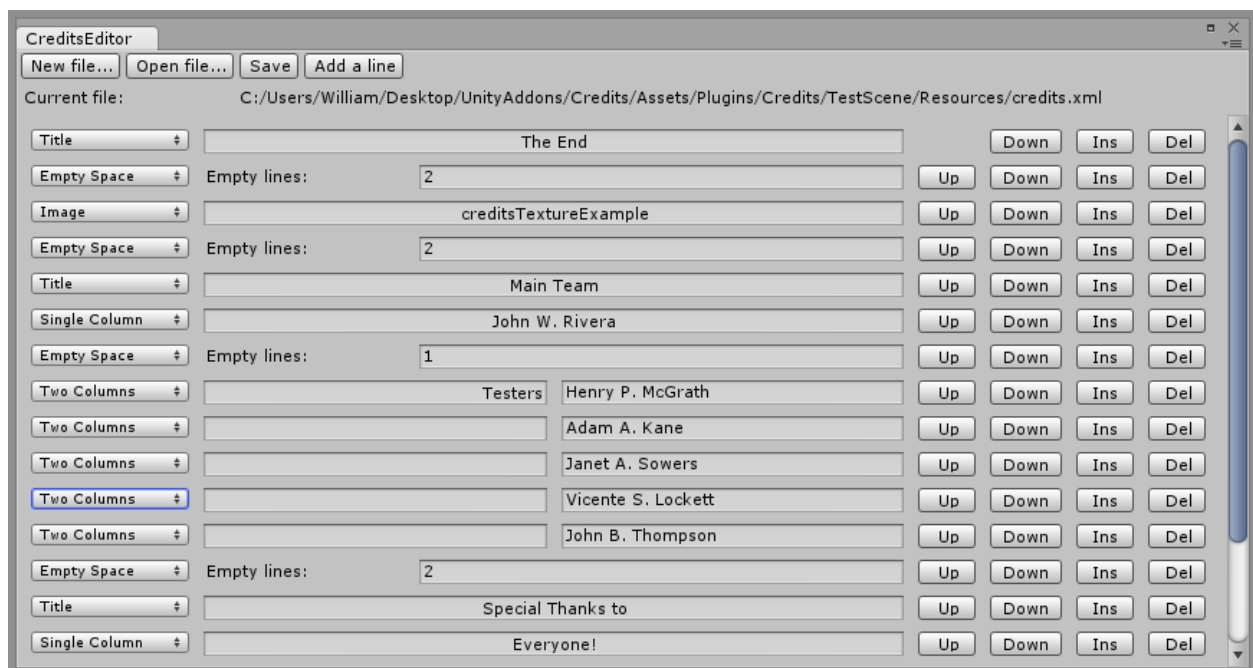
- **Docs/** - Folder containing the documentation
- **Scripts/**
 - **Credits.cs** - Main script
 - **Editor/CreditsEditor.cs** - Script of the CreditsEditor window
- **TestScene/**
 - **CreditsExample.unity** - Demo scene
 - **CreditsExampleScript.cs** - Script used in the demo scene
 - **Resources/** - Contains a credits.xml file, a GUISkin and a texture

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 : *New file...* and *Open file...*, they are pretty straightforward. Click on *New file...* and create somewhere in your project the credits file.

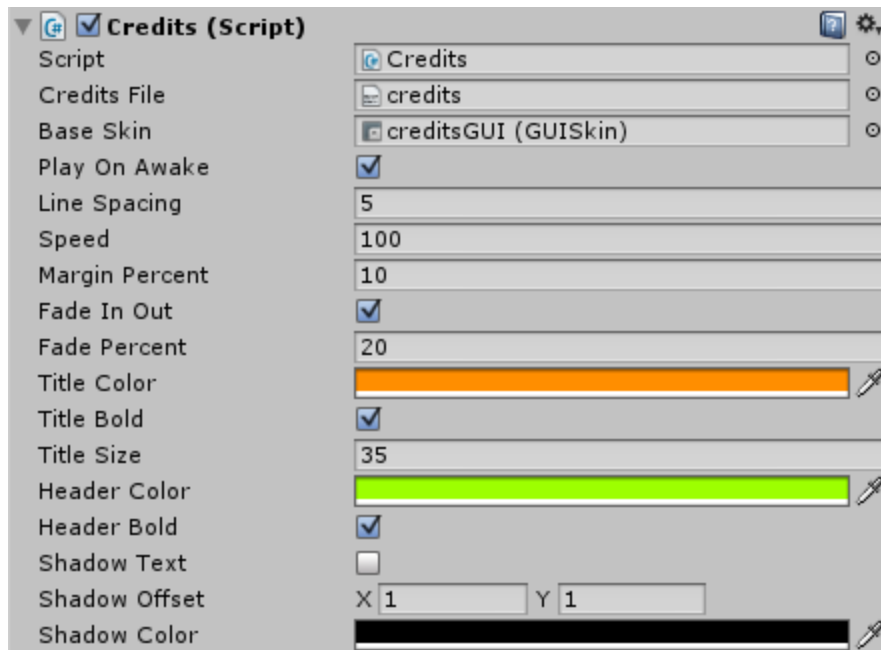


Save will save the file and *Add a line* will add a row at the bottom of the credits. In the main part of the window are the credits rows.

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.
- *Ins* will insert a new row below the current one.
- *Del* will delete the current row.

When your credits file is complete and saved, you must add the *Scripts/Credits.cs* to a gameObject, your main camera for example.



Properties

Credits File	The credits file you have created using the Credits Editor.
Base Skin	A GUISkin used for the credits.
Play On Awake	Closing credits will start as soon as the scene is loaded when set to TRUE.
Line Spacing	Add an extra space between each row in credits.
Speed	Speed of the credits. 100 is a good value.
Margin Percent	Percentage of the screen for the top and bottom margins. Must be between 0 and 45.
Fade In Out	Will fade in and fade out the credits at the bottom and at the top of the screen.
Fade Percent	Over which percentage of the screen the fade occurs.
Title Color	The color used for the <i>Title</i> type.
Title Bold	Set to True if titles should be in bold.
Title Size	Font size of the titles.
Header Color	Color used in the left column of the <i>Two Columns</i> type.
Header Bold	Set to True if the left column should be in bold.
Shadow Text	Set to True if you want a shadow effect on texts (may affect performance).
Shadow Offset	Offset of the shadow if activated.
Shadow Color	Color of the shadow if activated.

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

Scripting and callbacks

If you did not set *Play On Awake* to *TRUE*, you can start the closing credits with the `beginCredits()` function:

```
Camera.main.GetComponent<Credits>().beginCredits();  
// or:  
Camera.main.SendMessage("beginCredits");
```

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

```
public class CreditsExampleScript : MonoBehaviour  
{  
    void Start()  
    {  
        // Callback  
        Camera.main.GetComponent<Credits>().endListeners += new  
Credits.CreditsEndListener(creditsEnded);  
        // creditsEnded is the name of the function  
    }  
  
    void creditsEnded(Credits c)  
    {  
        // Do something, like changing scene  
    }  
}
```

You now know everything about this addon!