

Easy Credits Documentation

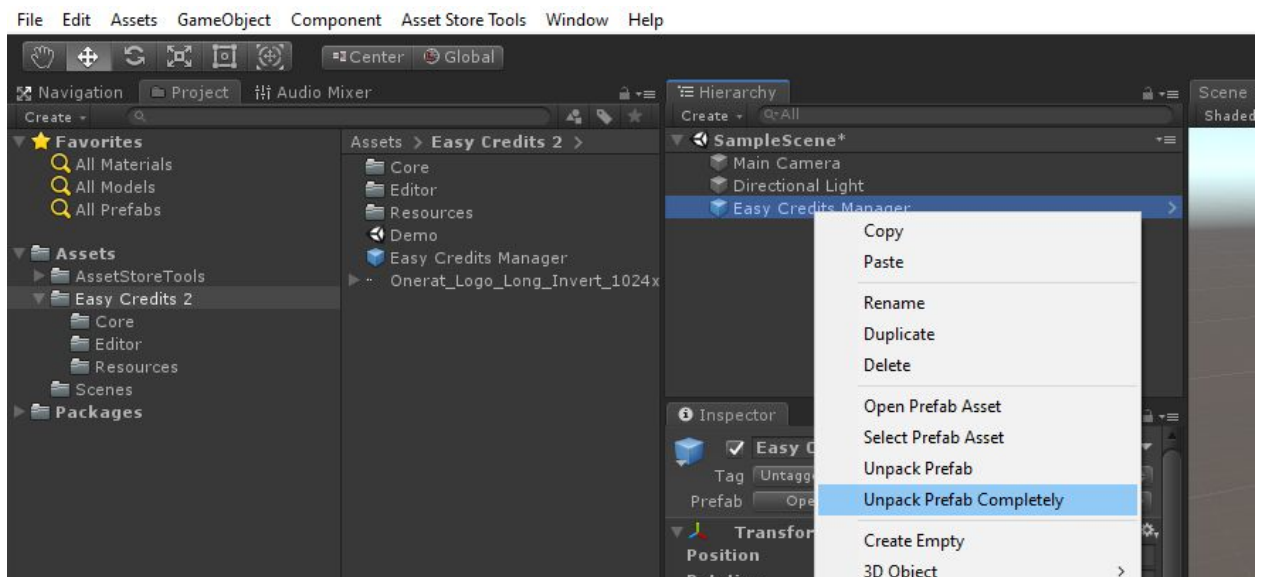
Version 2.0

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.

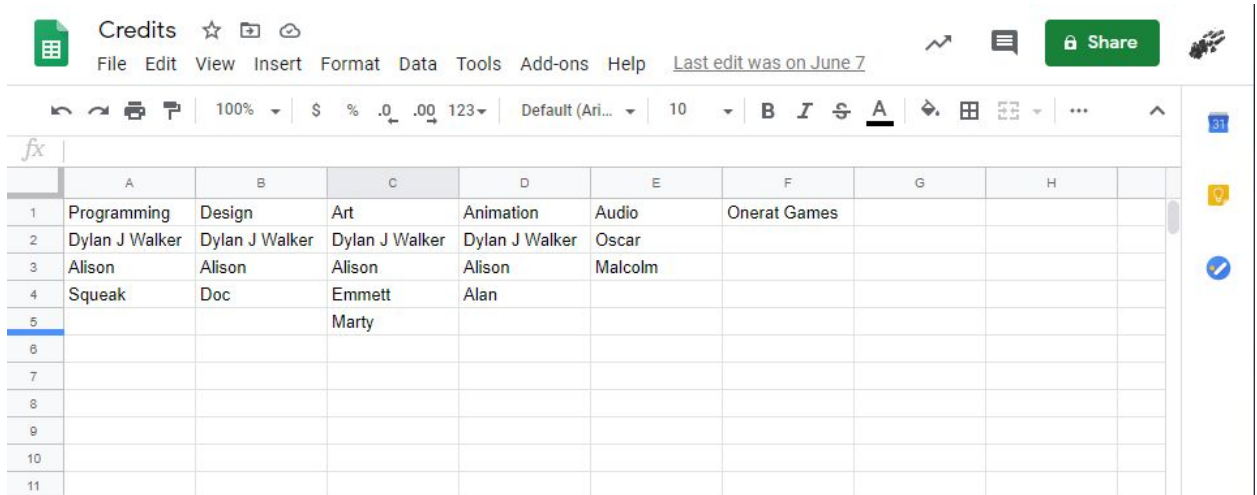
Unity 2017 and below

- 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.
- 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 8 columns (A-H). The data is as follows:

	A	B	C	D	E	F	G	H
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

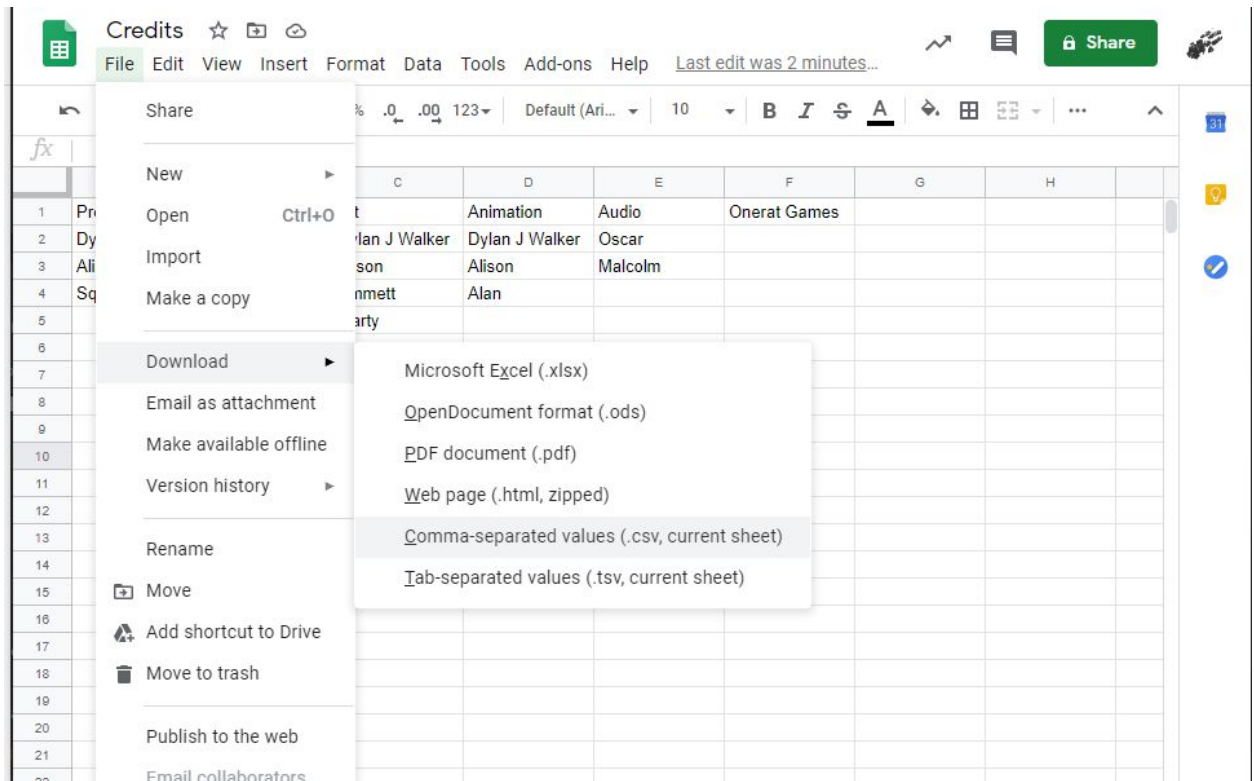
Dylan J Walker

Alison

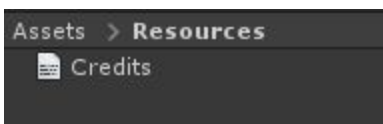
Doc

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**.

Support

discord.gg/oneratgames