Playmaker Interactive Credits
Documentation
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Thank you for purchasing Playmaker Interactive Credits! Please make sure you have Playmaker installed, as this kit will not function without it.

Feel free to contact us if you have any questions or suggestions either by using the contact form on **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.

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1 - Getting Started

Make sure you have installed both Playmaker and this kit to avoid any console errors. You can now safely load the "UGUI Example" scene. If you need NGUI support, you will first have to make sure NGUI is installed in your project. Next you must import the included "NGUI Example (Requires NGUI Installation)" package. Playmaker NGUI actions will be installed automatically when you import the extra package. You can now safely open the "NGUI Example" scene.

This kit has been tested and is working as intended in Playmaker 1.7.7.2 and Unity 4.6. **Remember to uncheck the "Photon Unity Networking" folder when importing Playmaker to avoid any serious console errors.**

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

2 - Integration

UGUI setup:

1. Begin by creating a ScrollView in UGUI containing your credits. The scrollview must be using a vertical ScrollBar in order to use the autoscrolling credits.

2. Once you have your credits set up, select the ScrollBar object in your ScrollView. In the playmaker editor window, right click and select "Add Template / General / UGUI Credit Scroller."

3. In the newly added FSM, select the "Init" starting state. The first item in the stack will be an empty "Get Property" action. Lock the FSM so that it stays in front when you select other objects, the lock button is located at the top of the Playmaker editor window.

4.Find and select the "Content" gameobject parented to "ScrollRect" inside of your ScrollView.

5. In the inspector window you will notice a "Rect Transform" component. Drag this component into the blank "Target Object" in the Get Property action.

6. Expand the property dropdown and select "rect" then "height."

7. In the Store Float dropdown choose the "MathHelperA" variable.

Everything else is automated from this point forward, your credits should now be fully interactive.

NGUI setup:

1. Begin by creating a Scroll View in NGUI containing your credits. The Scroll View must be using a vertical ScrollBar in order to use the autoscrolling credits.

2. Once you have your credits set up, select the ScrollBar. In the playmaker editor window, right click and select "Add Template / General / NGUI Credit Scroller."

3. In the newly added FSM, select the "Init" starting state. The first item in the stack will be a "NGUI Get Scroll View Bounds" action.

4. Drag your "Scroll View" gameobject from the hierarchy into the missing "Scroll View" slot in the "NGUI Get Scroll View Bounds" action.

Everything else is automated from this point forward, your credits should now be fully interactive.

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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.

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