Closing Credits System - Documentation

Misc. Links:

[Marketplace Page](#)

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Some of the images in this document are too small to see, but clicking on them will take you to the source image. If you would like anything to be added to this documentation, please let me know by contacting be on the forums (Jamendxman3), or sending me an email at jamendx3@yahoo.com

As of April 7, 2016, this documentation will still be undergoing some additions in the next few days. I apologize if I missed anything essential.

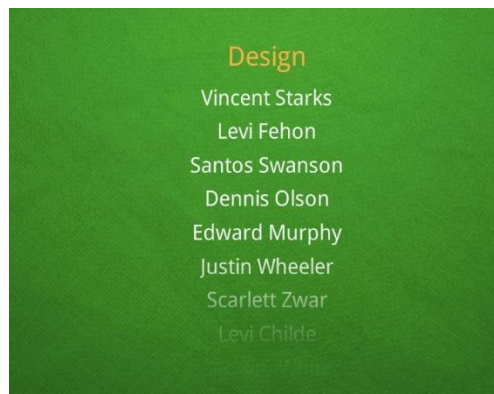The documentation starts on the next page.

Pipeline

The credits are made up of 3 pieces: Sections/Titles, Roles, and Played by Names:
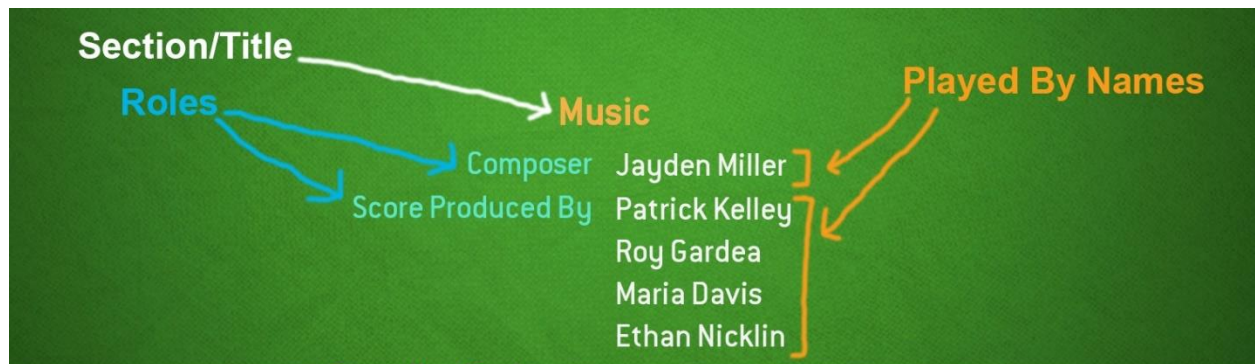
Each section/title encompasses the roles, and each role encompasses its names.

There are times in which names do not have a role associated with them, such as for names that do not have any specific role:


At times like these, the Played by Names are still added to a role, but the role name is not displayed, and the names are centered. (More about this later)

The data for the credits is drawn from /Game/ClosingCreditsSystem/Blueprints/DataTables/CreditsData. When purchasing this package, the data table is already populated with example credits, to show an example of the data entry. If we take a look at the row for Design, we can see how the names are entered:
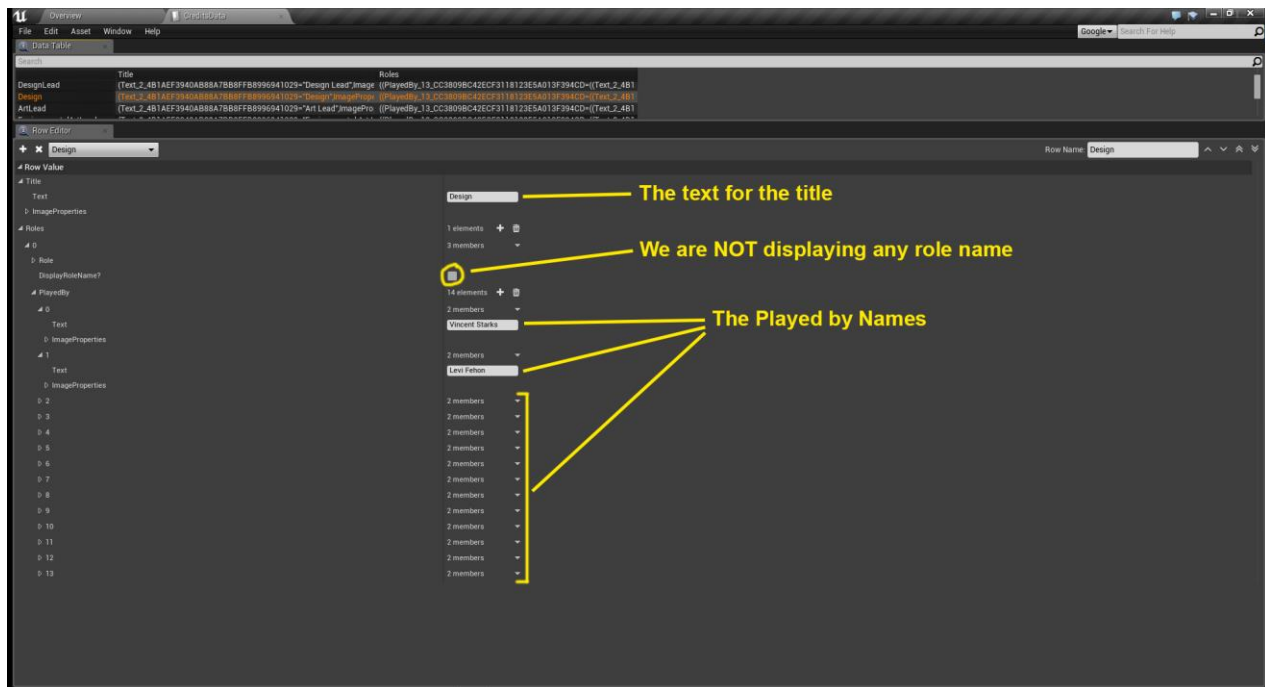
As previously mentioned, we added our names to a role, but unchecked the DisplayRoleName? Checkbox, since in this case, we did not need a role. Let's also take a look at the layout for a section that does use roles, Music.
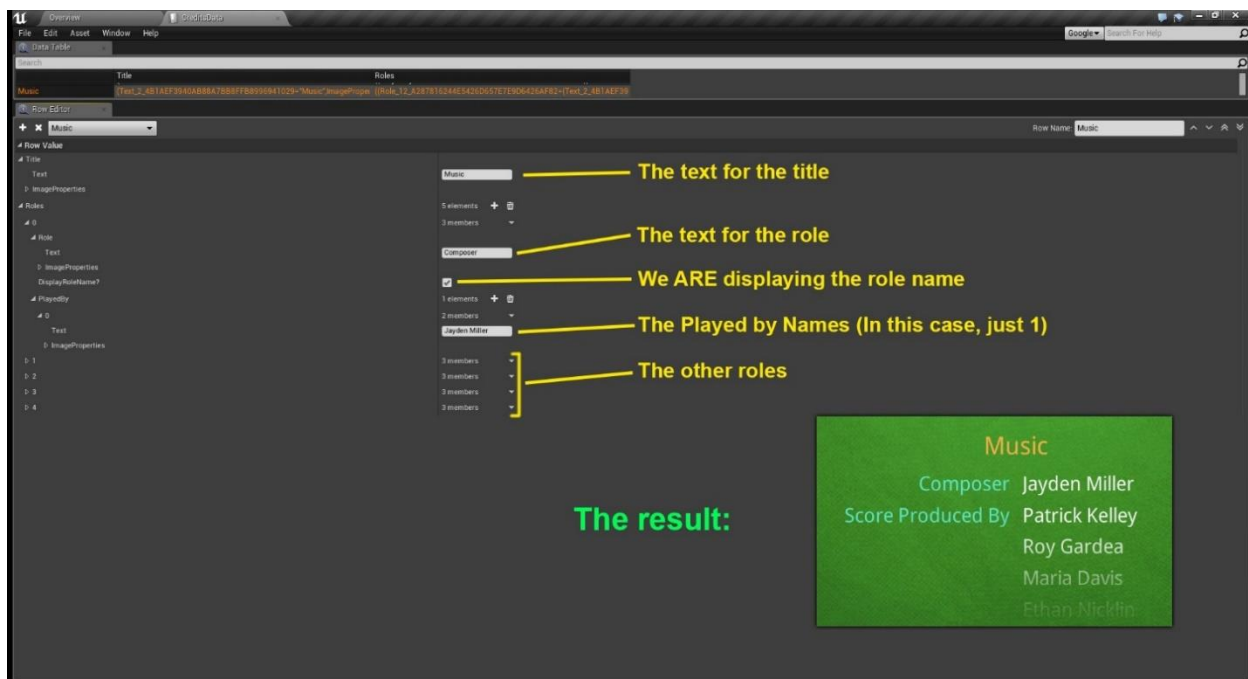
Adding things to the Credits Data Table

As illustrated previously, adding data to the Data Tables is fairly simple. To start, open up /Game/ClosingCreditsSystem/Blueprints/DataTables/CreditsData.

Now add a section/title by clicking the small '+' on the left side of the Row Editor window, this will create a new row. Once you have done this, you can enter the text for that section/title, or leave it blank and add an image (Such as a logo), see page 5.

Once you have added a section/title, you can begin adding Roles to it. To add a Role, simply click the little '+' to the right of where it says 'Roles':
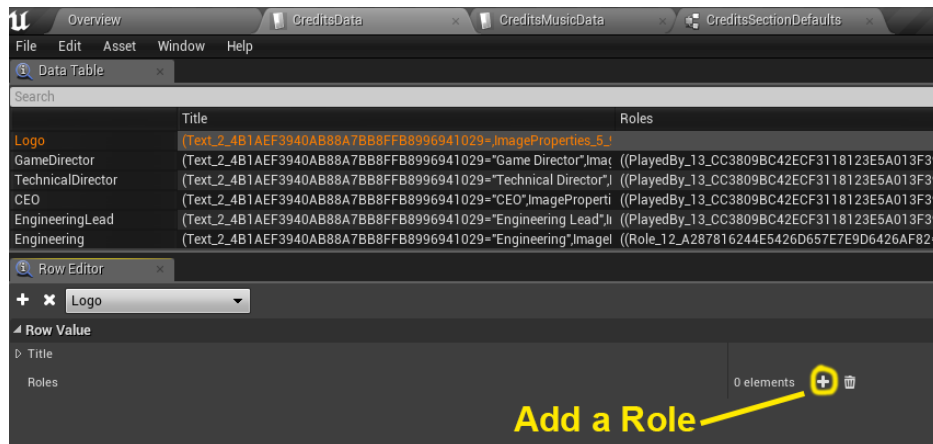

After you have added a role, you can enter in it's text, or just choose to not display it at all if you would like. Once you have done so, you can begin adding names to the role (Keep in mind, if you are not displaying a role name, you can add all names to that single role). To add a name to the role, click the '+' to the right of 'PlayedBy' in the role:
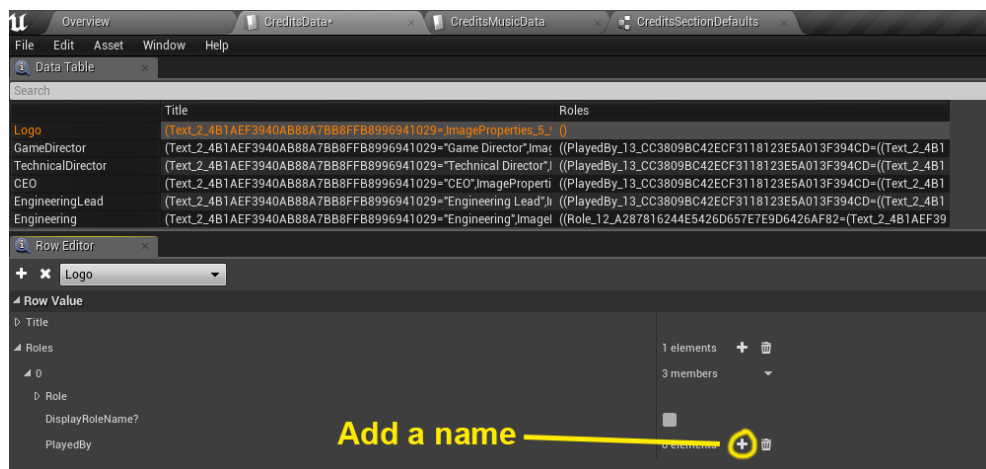
Using Images in your Credits

Another useful feature is the ability to use images alongside the credits, inside of text objects. A clear example of this is in the first credits section, Logo:
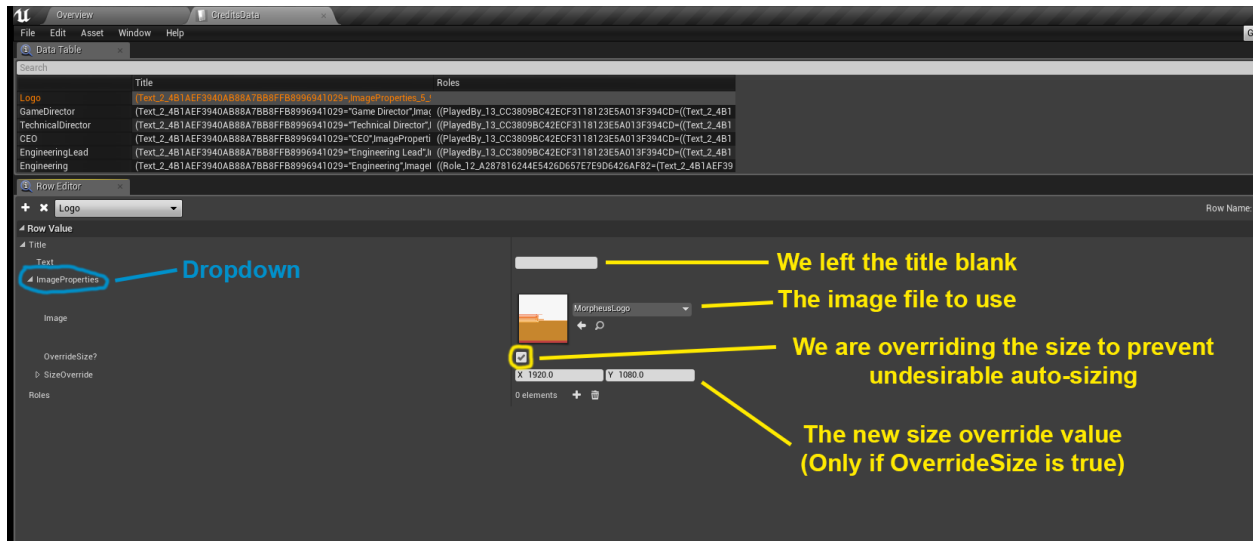
For the logo, we did not enter any text, add any roles, or add any names, though there are cases where you may want to, such as for a Kickstarter section. In that case, you could easily replace the title for your section with an image of the Kickstarter Logo:
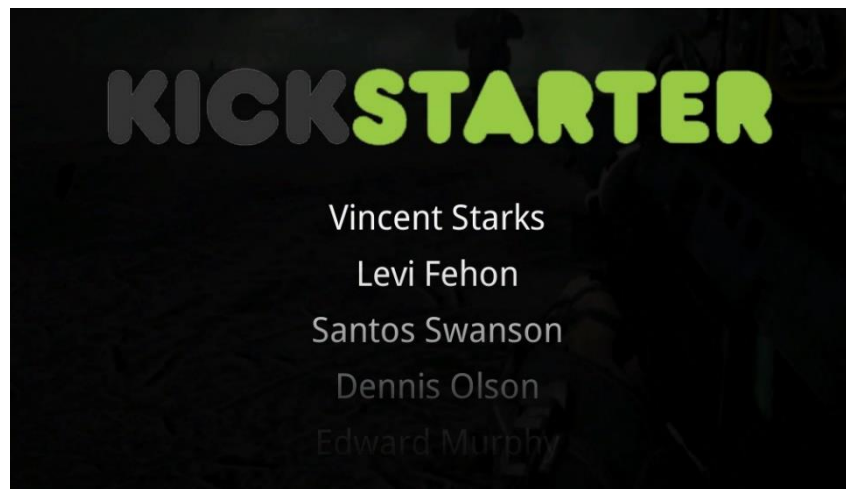
In-case you did not see, each place where you can enter text is also where you can specify an image through the ImageProperties dropdown. If an image is chosen, it will be placed where the text will be (You CAN use both an image and text, though they will overlap).

Setting up Default Values

With this system, all colors, sizes, and padding values are pulled from the defaults in the appropriate Structs.

Section/Title defaults: Game/ClosingCreditsSystem/Blueprints/Structs/CreditsSectionDefaults

Role defaults: Game/ClosingCreditsSystem/Blueprints/Structs/RoleDefaults

Played by Name defaults: Game/ClosingCreditsSystem/Blueprints/Structs/Name_TextObject

To edit the defaults, simple open the corresponding Struct, and modify the default values:
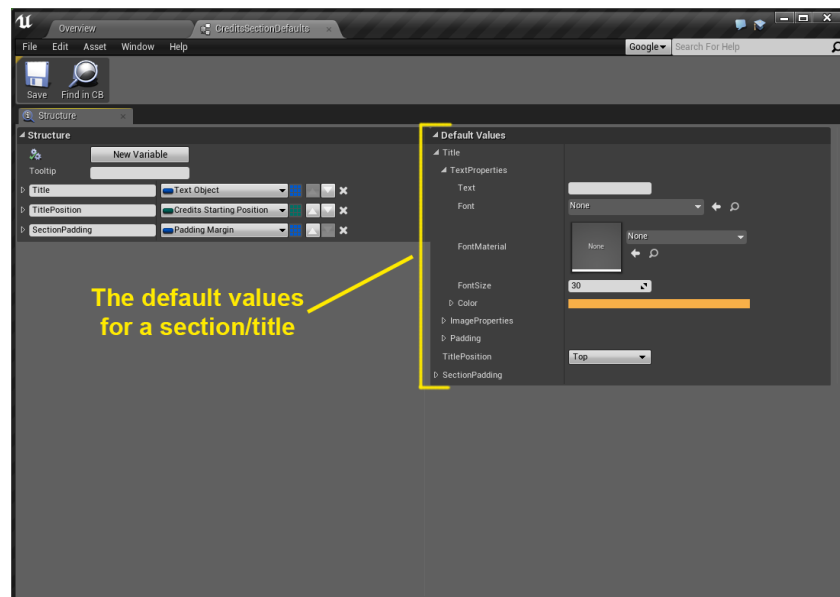
There will be cases in which you do not want one specific item to use the defaults, and want to specify custom properties for that item. That is another great feature included within this package, overrides.

You can also modify the default values for overrides when a new row is added, by modifying the 3 Structs:

Section/Title Overrides: Game/ClosingCreditsSystem/Blueprints/Structs/Backend/SectionOverride

Role Overrides: Game/ClosingCreditsSystem/Blueprints/Structs/Backend/RoleOverride

Played by Name Overrides: Game/ClosingCreditsSystem/Blueprints/Structs/Backend/NameOverrides

More on overrides on page 8.

There is also a Struct that contains miscellaneous settings for this system, which is located at:

Game/ClosingCreditsSystem/Blueprints/Structs/CreditsGeneralSettings

Here is a look at the settings:
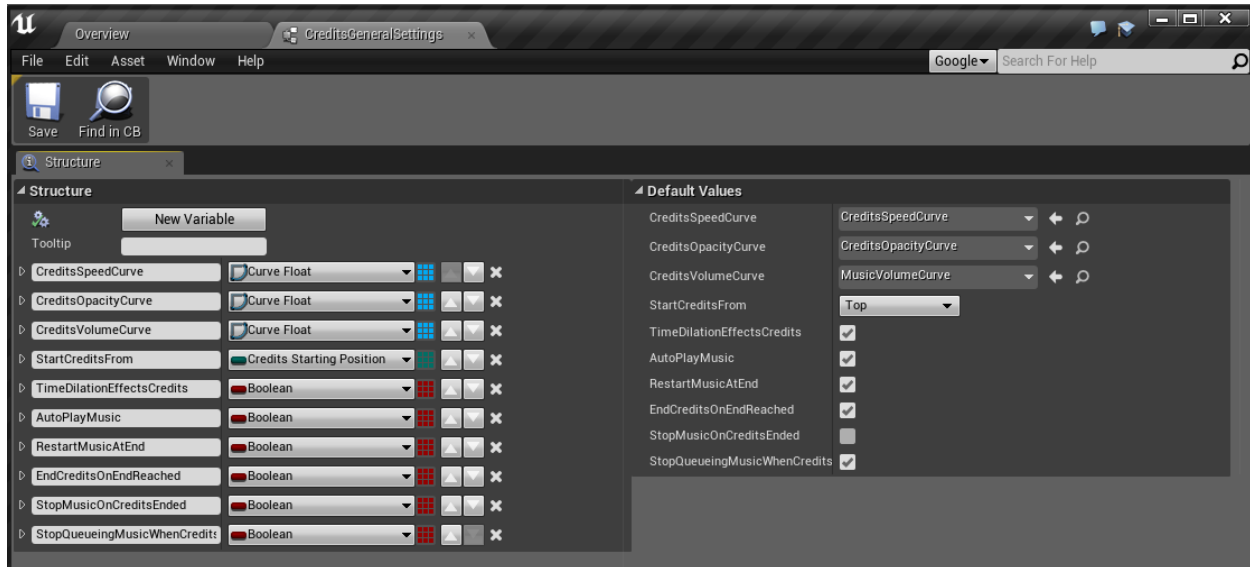
Most of these settings are self-explanatory, but those are just a few general settings.

Overrides

Overrides are a way to assign specific properties to individual items of text. In the example credits, one of each item is overridden:

Section/Title: The CEO section is colored green.

Role: The Recording Engineers role in the Music section is purple.

Played by Name: Frank Patton in the Engineering section is yellow.

To override a Section/Title, open Game/ClosingCreditsSystem/Blueprints/DataTables/SectionOverrides, and start by creating a new row, the new row name should match the row name of the Section/Title you are overriding. Once you add the new row, you will be able to setup the properties for that item. If you do choose to override something, you will need to specify everything in the override data, including the text to be displayed (CEO in the example credits). Additionally, you will have access to more specific properties such as font size, color, padding, and section padding.

This image illustrates the difference between padding and section padding:
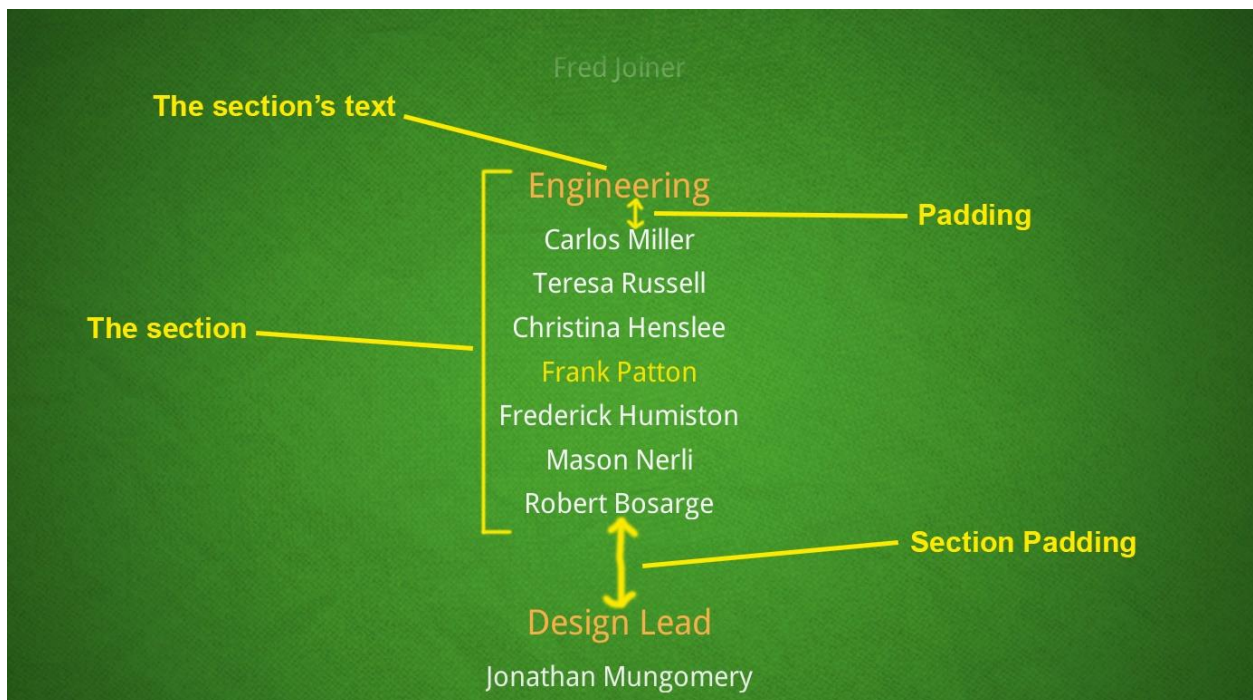
Using Music in your Credits

This system has a queue-based music system. It is as simple as adding songs to the list, and setting each song's queue mode. The modes are as follows:

AfterPreviousSong: This song will start playing after the previous song finishes (Or it will start playing if it is the first song and the settings are set for music to automatically start playing)

DoNotAutoQueue: This will stop the music once this song is reached, until you call the function PlayNextSong in CreditsRoller.

SkipSong: This will act as if this song is not even in the list, and proceed to the next song and follow it's queue mode.

The Data Table for songs is at Game/ClosingCreditsSystem/Blueprints/DataTables/CreditsMusicData.

Once you have located it, open it up, and add a new row by clicking the '+' on the left side of the screen. Once you have added a row, you can specify which sound/song this is for, it's queue mode, start time, and play delay. StartTime is how many seconds into the song it will start playing. PlayDelay is how much of a delay there will be after a song is reached and is about to play.

Generally, you can leave all of the queue modes at AfterPreviousSongs, the other modes are for special cases you may have.

Troubleshooting:

Music does not play when the credits start:

Make sure that you have added songs to the data table specified above, and that the appropriate queue modes are set. Also make sure that either the 'AutoPlayMusic' option is true in CreditsGeneralSettings. If you are still having trouble, make sure that you are using the right format for sounds. UE4 seems to work best when working with WAV files, and despite being able to import formats such as MP3, those don't seem to be supported.