

# visionTimer

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## Forum thread

<http://forum.unity3d.com/threads/157013-VisionTimer-RELEASED>

## Webplayer demo

<http://www.visionpunk.com/products/visionTimer/webplayer/demo.html>

## Asset Store

<http://u3d.as/content/vision-punk/vision-timer/3xc>

## Contact

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<https://twitter.com/#!/VisionPunk>

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## INSTALLATION

1. Extract the package into a new or existing Unity project.
2. You should now be able to use the **vp\_Timer** and **vp\_TimeUtility** methods from any script files inside the project.
3. Consult "VisionTimer Manual.pdf" for instructions on how to use the system. To get up and running quickly, browse the chapters "Example Scenes" and "Important Concepts").

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## v1.0.1 RELEASE NOTES

### General info

This is a small bugfix update

### Bugfixes

- Fixed broken "Timers" gameobject being visible in Hierarchy when not running in Debug mode.

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## v1.0 RELEASE NOTES

### General info

Initial release.

### Features

- Clean and simple syntax
- 3 Example GUI prefabs: Time Bomb, Clock and Stopwatch (great for racing games!)
- Schedule methods with multiple arguments
- Schedule lines of code directly (no need to create a method)
- Schedule a specific number of iterations with set Intervals, repeat a method / run a timer indefinitely
- Pause, Resume or Cancel individual timer events (or cancel every active call to a specific method)
- Schedule code from any script (not just MonoBehaviours), targeting external classes or GameObjects
- Uses an Object Pool for mobile performance
- Comes with a Time Utility class to facilitate common time related GUI tasks
- Debug Mode for tracking all active timers in the Inspector
- Full, very well commented C# source code

