

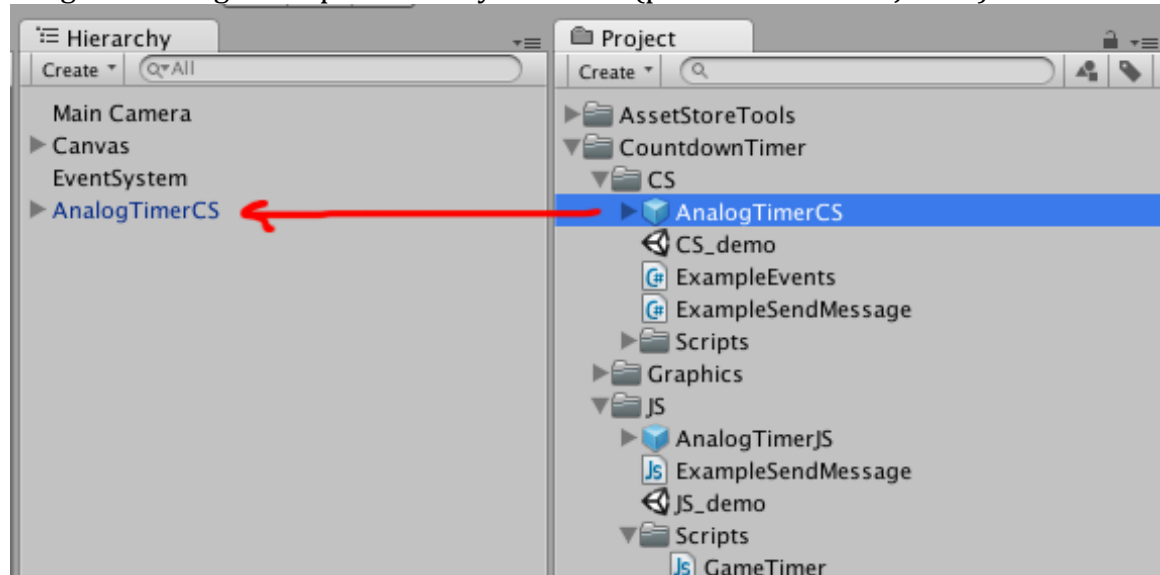
# General Setup

1. Install iTween

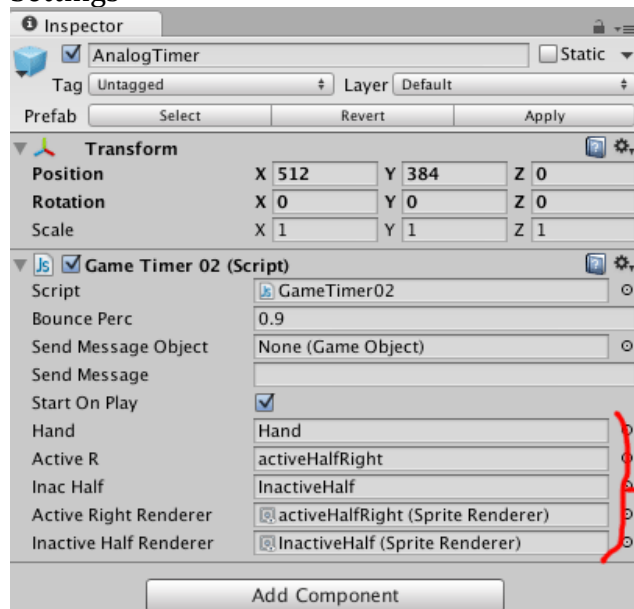
This asset requires iTween. Don't worry, it's free!

<http://u3d.as/content/pixelplacement/i-tween/1s9>

2. Drag the AnalogTimer prefab into your scene (pick the C# or the JS one).



3. Settings



Percentage done before it does the bounce animation

Object to call SendMessage() to when time is up

Function name to call

If true, it plays immediately on start

These are just the parts of the clock. You shouldn't have to mess with any of these.

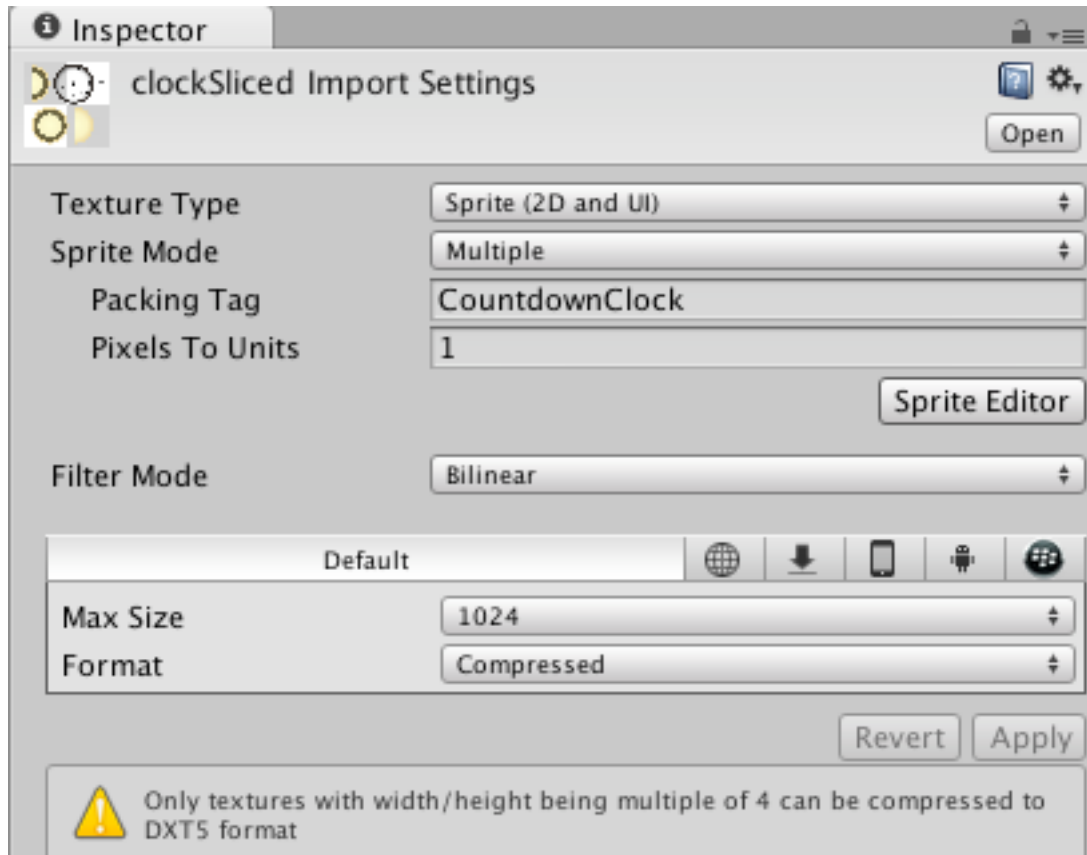
## Calling Functions

Go to the file ExampleFunctions.js to see how to control the timer via code.

# Change graphics

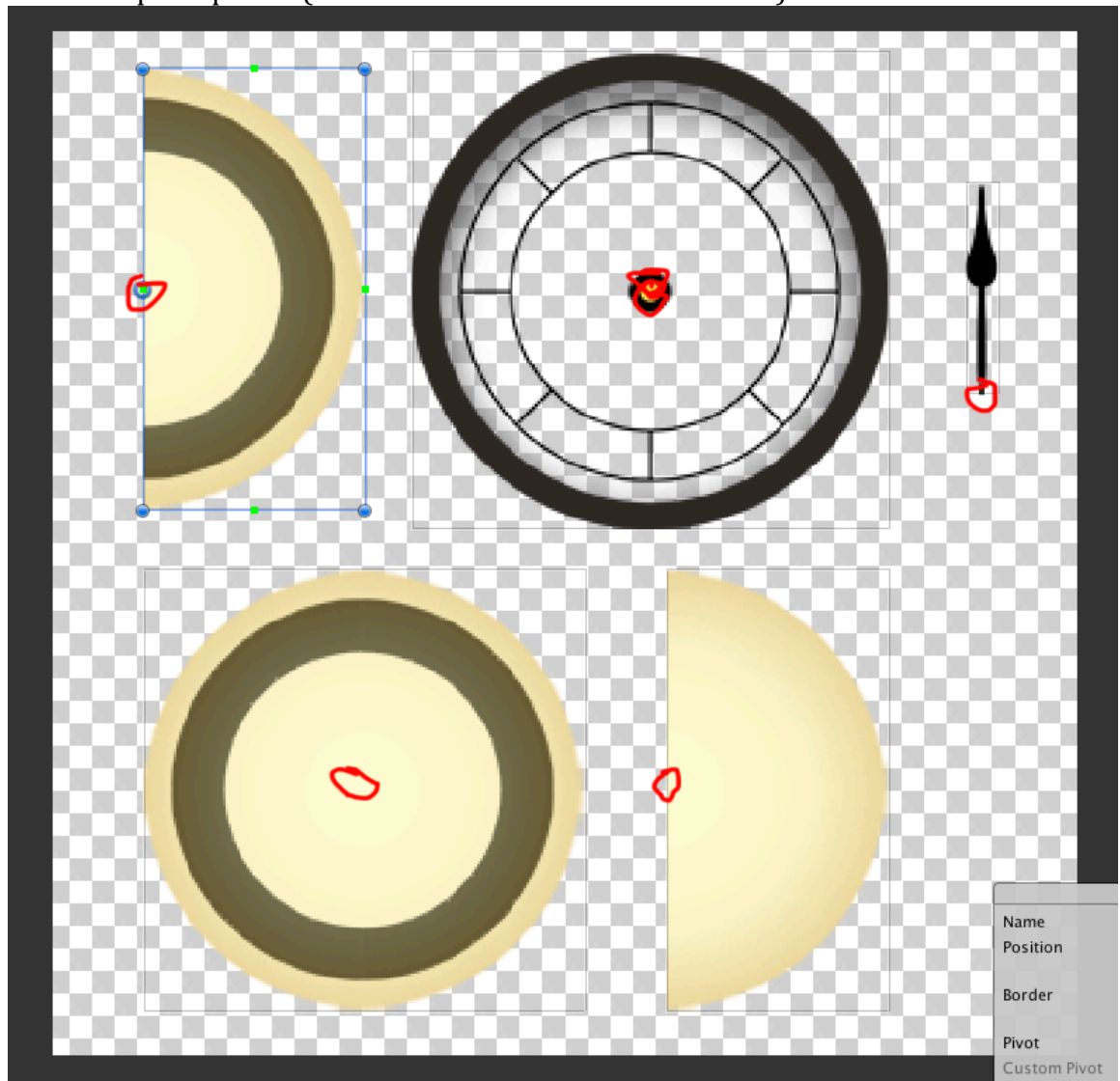
You don't *need* to change the graphics. You're more than welcome to use mine. This is just for those of you who want to make it look different.

4. Create an image that has all the pieces you need (see mine to see what you need).
5. Select the image in the Project panel and change the settings in the Inspector to look like this:



6. Click "Sprite Editor"
7. Create a box around each image to define the individual sprites.

8. Move the pivot points (the little circle in the center of each) as shown here:



9. Click Apply (in the top right)

10. Select InactiveHalf in the hierarchy under AnalogTimer and click the little circle next to Sprite in the Inspector. This allows you to choose a new image.

