



Version 1.0

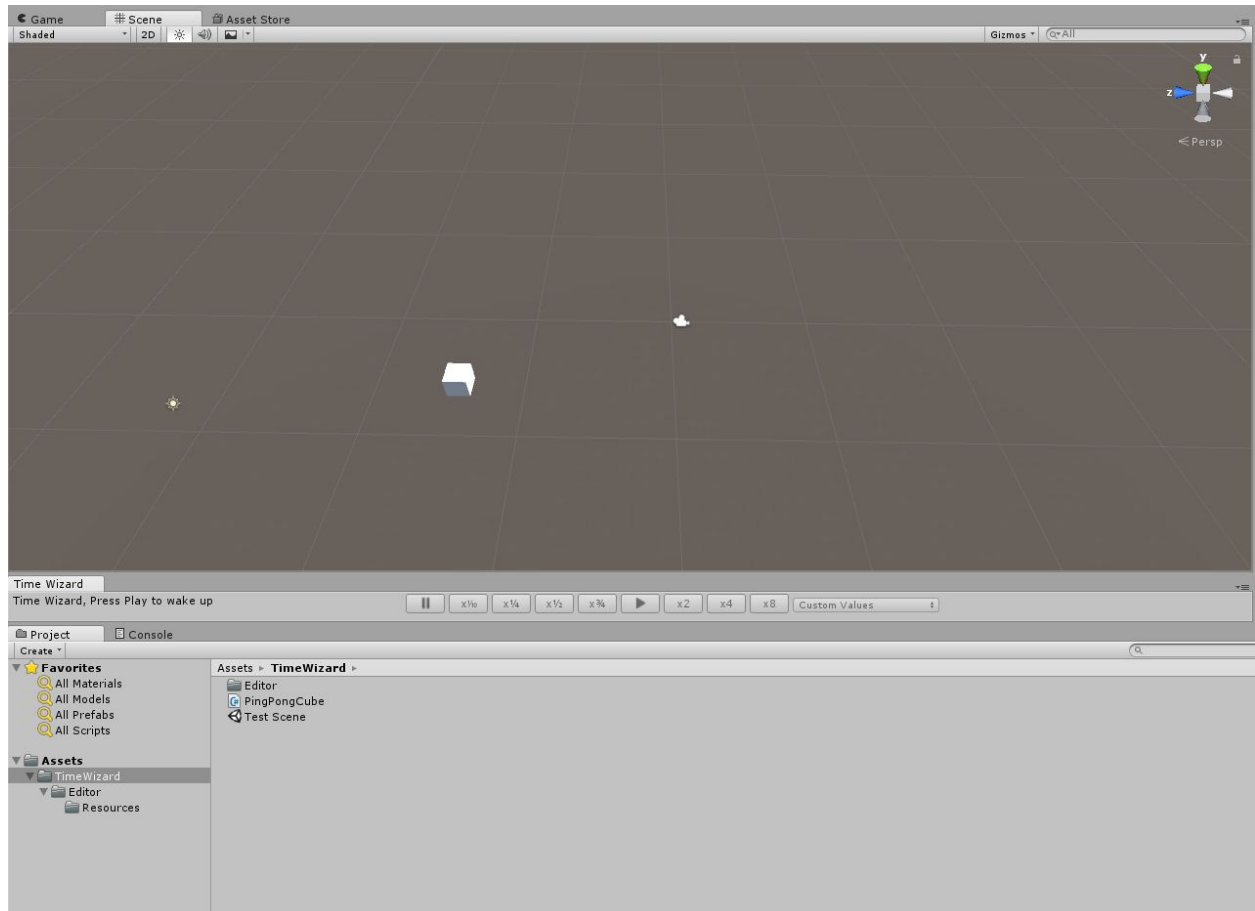
<b>Intro</b>	<b>2</b>
<b>Setup</b>	<b>3</b>
<b>Useage</b>	<b>4</b>
Adding custom values	4
<b>Video Links</b>	<b>6</b>
<b>Change Log</b>	<b>7</b>

# Intro

Time wizard is an editor extension and debugging tool that allows you to control the time scale of the editor with simple button clicks. This can provide a quick way to speed up or slow down the time scale of your application allowing for rapid testing

# Setup

Time Wizard is designed to be docked within your scene view and be accessible but remain out the way of your scene. Simple open time wizard from Tools > Time Wizard and dock it above your project view (or wherever you wish to have the wizard docked)



Time Wizard will lock during unity editor and will not override the time scale outside of play mode, keeping all your default settings intact

# Useage

Time Wizard is quick and easy to use, After docking simple click one of the preset time scales or use the dropdown to select a custom value that you have defined in the preferences and the time scale will adjust to this time. Pressing the pause button will pause the game. Pressing the play button will return time scale to 1.

Please note that code that adjusts time scale may be affected when modifying the time as will not reset back to your custom value.

## Adding custom values

To add a custom value to time wizard open the unity preferences menu (Edit > Preferences) and select Time Wizard. From here you can see all custom values that have been created for that project. Simple click "Add New Custom Value" and enter a name and speed and the value will be added to the custom values dropdown of the wizard.



## Video Links

Setup : <https://youtu.be/GjTshUEyFfs>

Useage: <https://youtu.be/-F6wwVpqhmU>

# Change Log

V1.0

- Initial Release