HOW TO MAKE A TIMER IN UNITY

SETTING UP THE TIMER TEMPLATE PT.1

First off to start, what you're going to what to do is right click in your hierarchy, You'll then click on where it says [UI] which is circled in red and that will show a drop down that will lead to you to clicking the [Canvas] option.
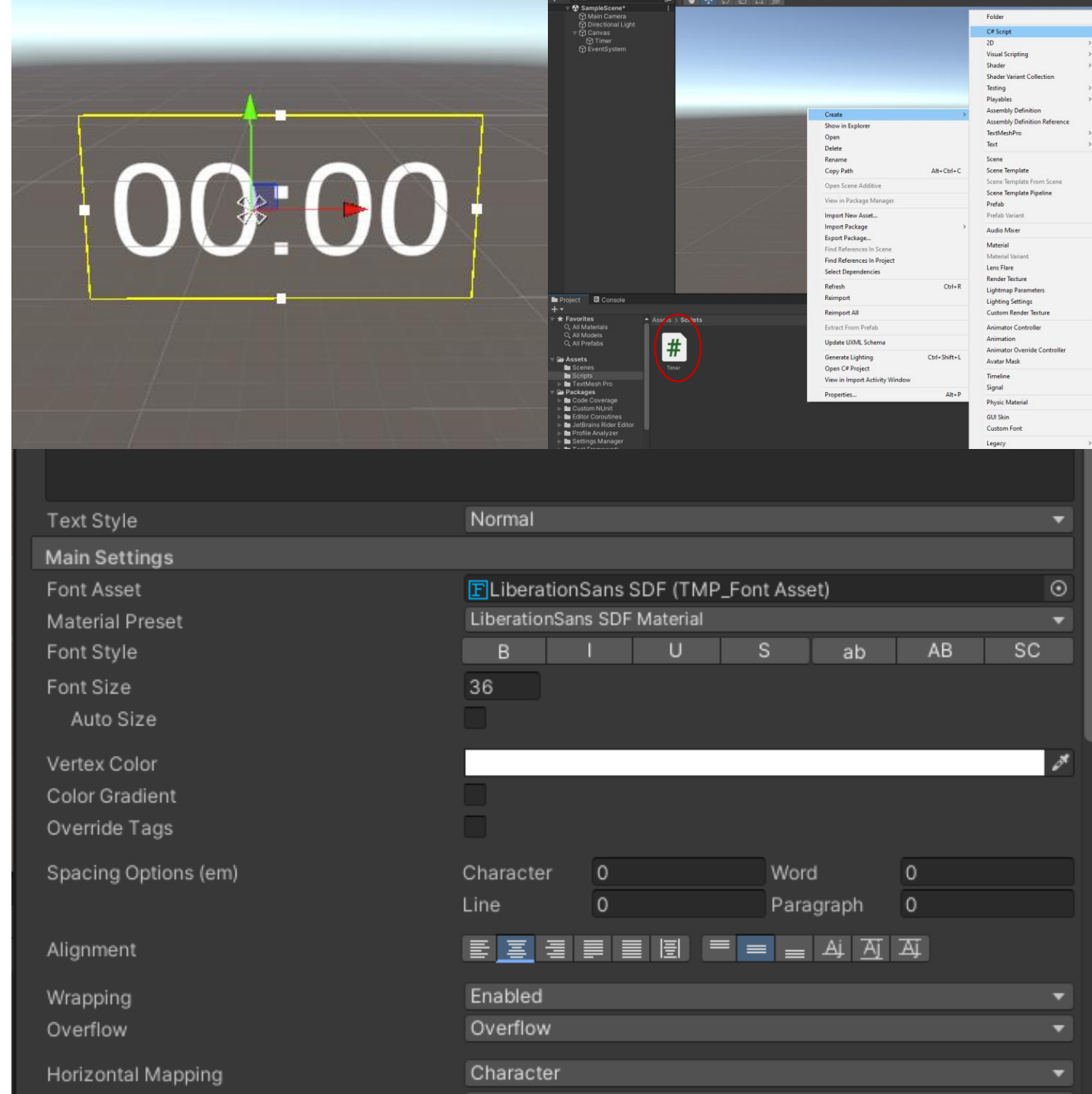
SETTING UP THE TIMER TEMPLATE PT.2

- After setting up the canvas, it will appear in your hierarchy.

- You'll then do the same but this time you'll right click on [Canvas] hover over [UI] and then click [Text – TextMeshPro].

- [Text (TMP)] will then appear and this will be your text box.

- Rename it Timer.
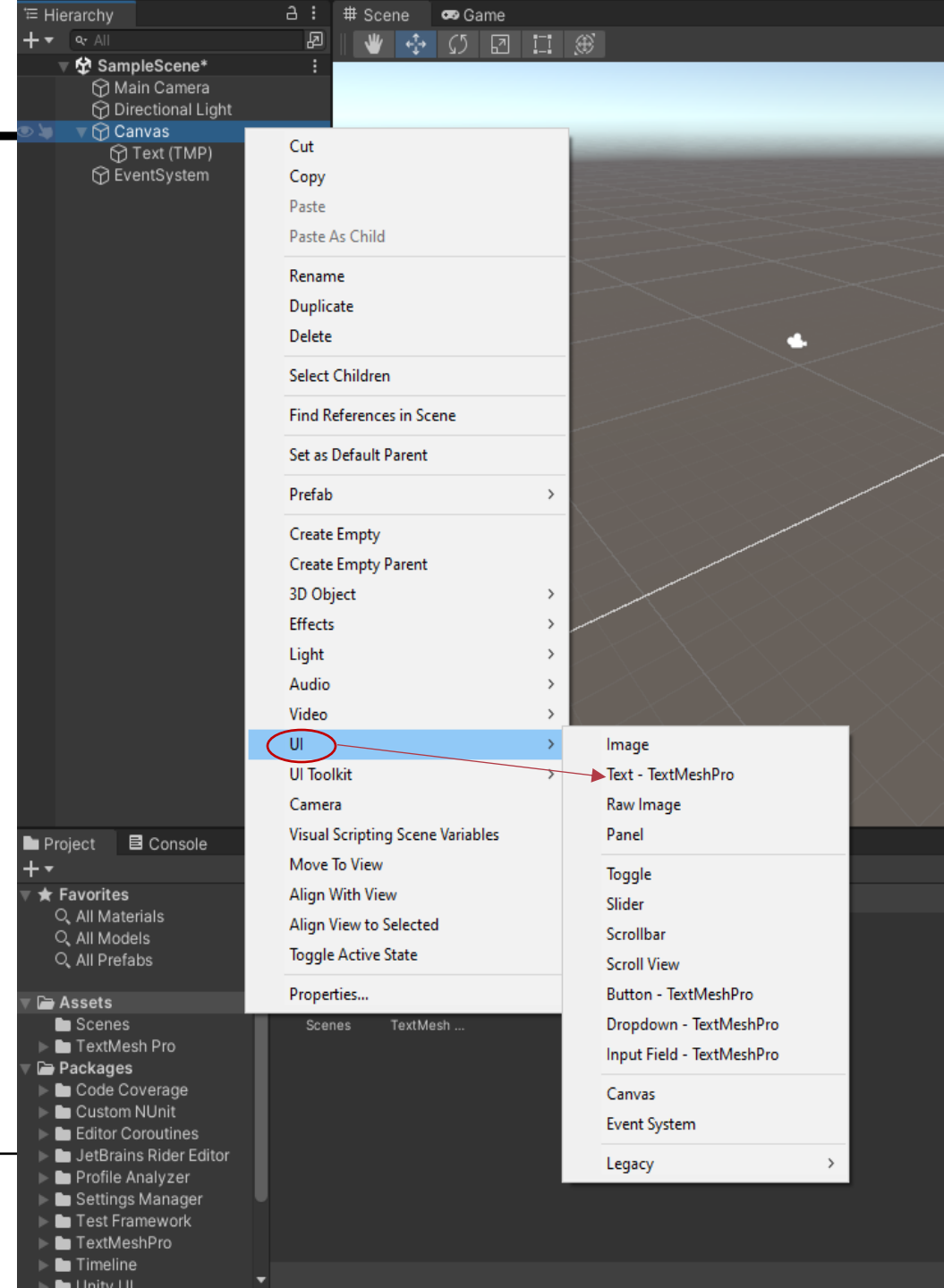
MAKING THE COUNTDOWN

- In where it says [New Text], change the text to 00:00 for the timer.

- You'll then then go to the [Console] and right click, hover over [Create] then you'll see [C# Script]. Click that and the icon circled in red will show.

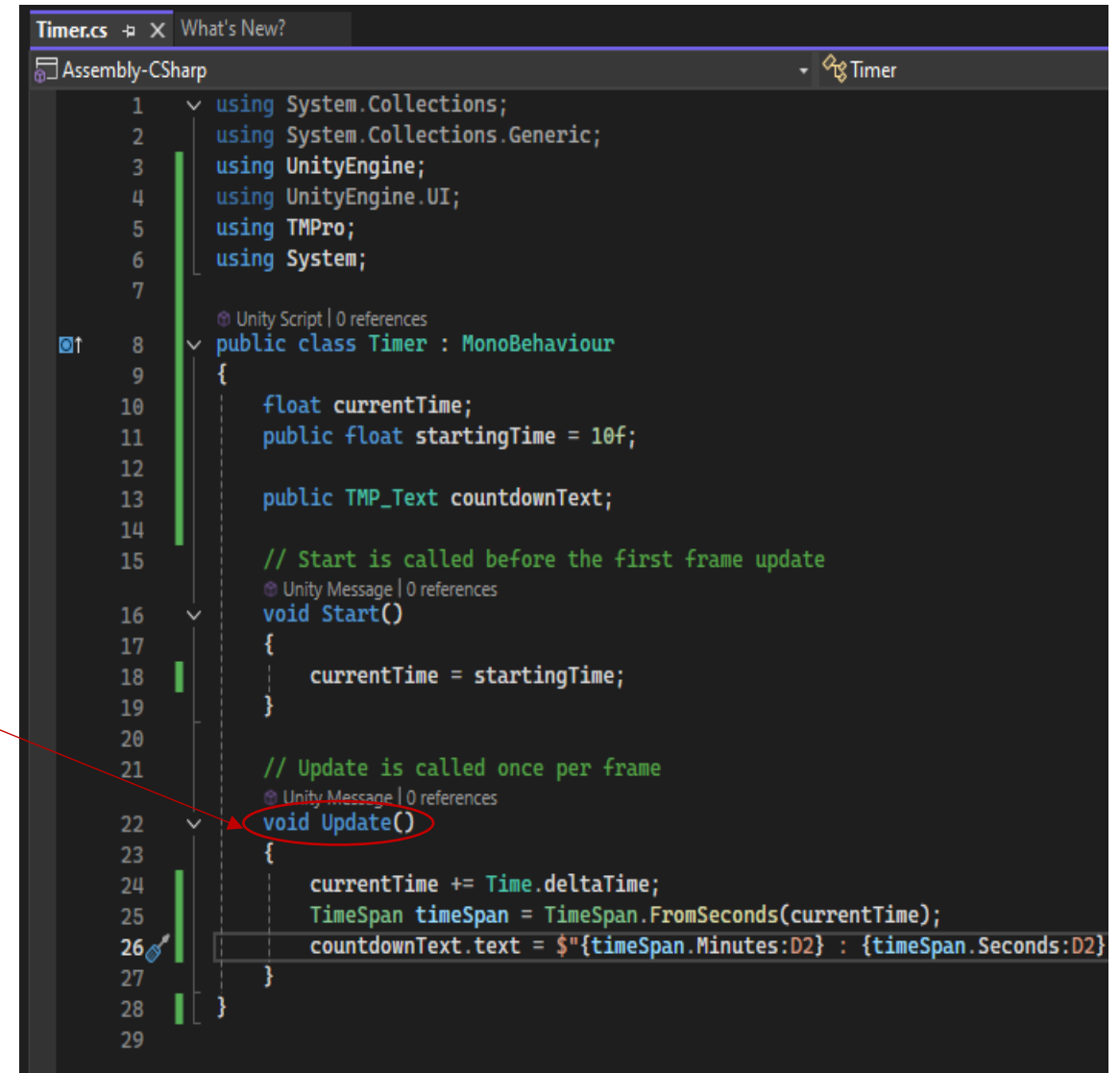| Text Style	Normal
Main Settings	
Font Asset	F LiberationSans SDF (TMP_Font Asset)
Material Preset	LiberationSans SDF Material
Font Style	B I U S ab AB SC
Font Size	36
Auto Size	☐
Vertex Color	
Color Gradient	☐
Override Tags	☐
Spacing Options (em)	Character 0 Word 0
	Line 0 Paragraph 0
Alignment	
Wrapping	Enabled
Overflow	Overflow
Horizontal Mapping	Character

MAKING THE COUNTDOWN PT.2

- Now that you have created your script, you'll drag the script to the [Timer] in hierarchy to attach.

- And then you will open the script by double clicking the script itself.
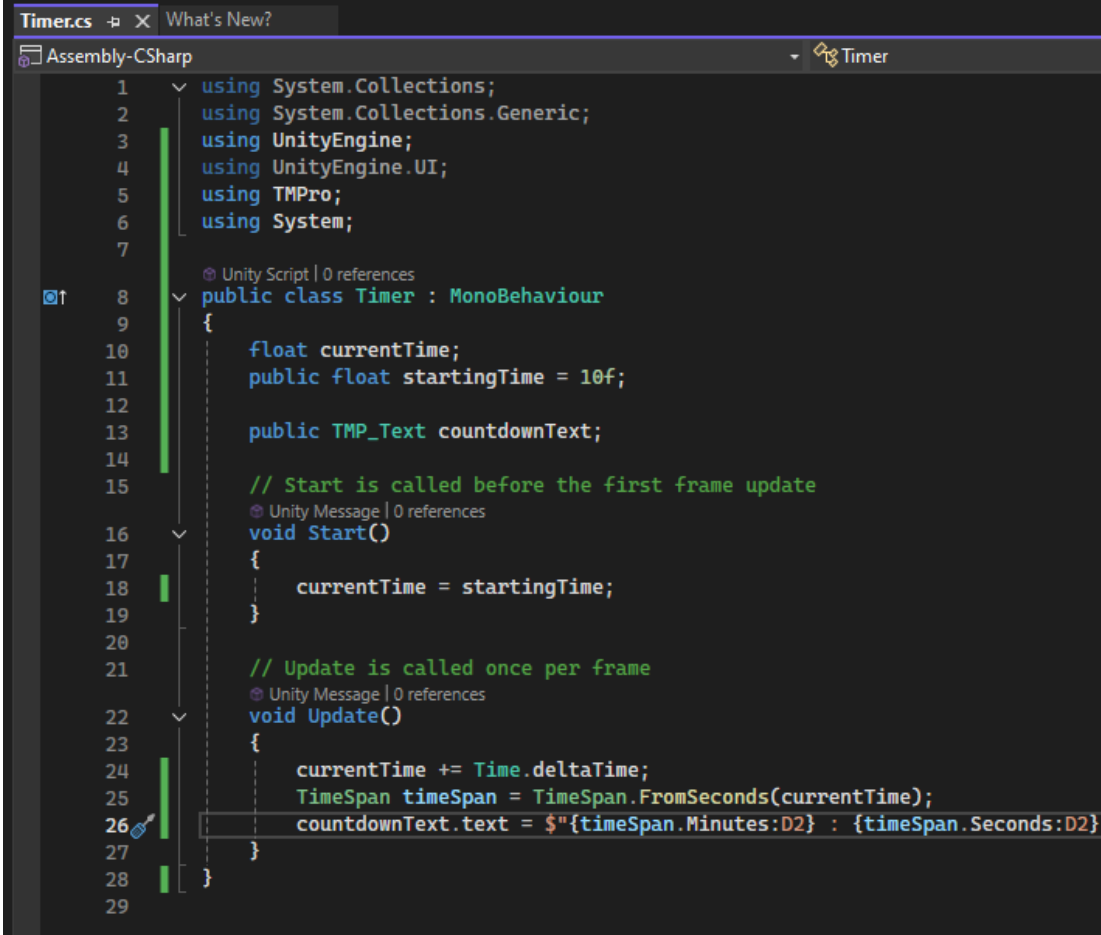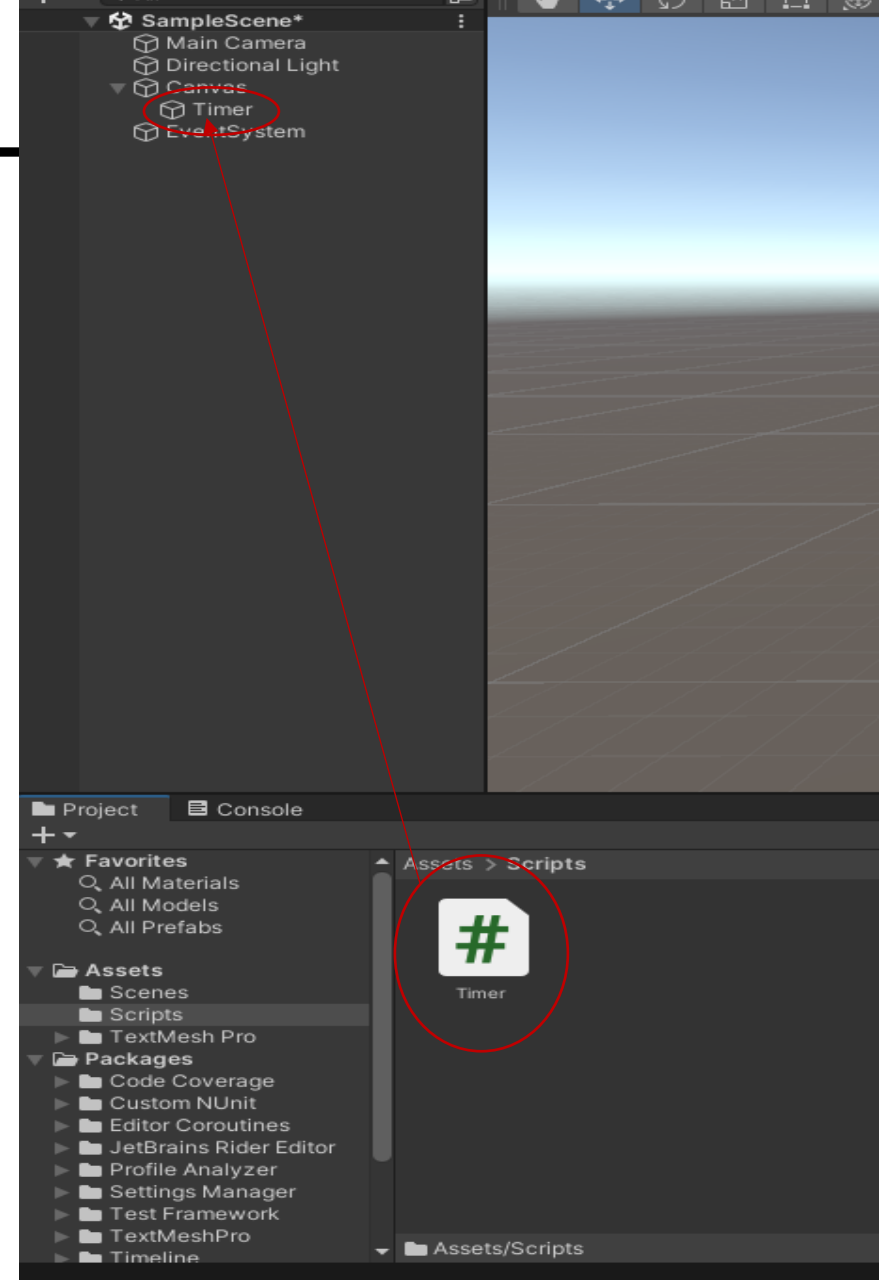
MAKING THE COUNTDOWN PT.3

- **float currentTime;** - This the time that automatically shows on the screen.

- **public float startingTime = 10f; -** This is the time the timer starts from.

- This is when we move to the update function. **currentTime += Time.deltaTime;** This code will be under the update function and this basically just adds 1 to the timer every second.

```
Timer.cs  ⌖ X   What's New?
Assembly-CSharp                                              ▾  🔧 Timer
       1    ∨  using System.Collections;
       2       using System.Collections.Generic;
       3       using UnityEngine;
       4       using UnityEngine.UI;
       5       using TMPro;
       6       using System;
       7
            ⊕ Unity Script | 0 references
       8    ∨  public class Timer : MonoBehaviour
       9       {
      10           float currentTime;
      11           public float startingTime = 10f;
      12
      13           public TMP_Text countdownText;
      14
      15           // Start is called before the first frame update
            ⊕ Unity Message | 0 references
      16    ∨      void Start()
      17           {
      18               currentTime = startingTime;
      19           }
      20
      21           // Update is called once per frame
            ⊕ Unity Message | 0 references
      22    ∨      void Update()
      23           {
      24               currentTime += Time.deltaTime;
      25               TimeSpan timeSpan = TimeSpan.FromSeconds(currentTime);
      26               countdownText.text = $"{timeSpan.Minutes:D2} : {timeSpan.Seconds:D2}
      27           }
      28       }
      29
```

MAKING THE COUNTDOWN PT.FINAL

- TimeSpan timeSpan = TimeSpan.FromSeconds(currentTime); This code make sure that every 60 seconds, the timer wraps round and starts from 1.

- countdownText.text = $"{timeSpan.Minutes:D2} : {timeSpan.Seconds:D2}"; This code basically splits uo the minutes and the seconds e.g 00:00. The purple ":" indicates that in the timer.

- Then you'll save this by pressing CTRL + S and go back into unity and run the code and it should run like a normal timer.

```csharp
Timer.cs  ☐ ✕   What's New?
Assembly-CSharp                                          Timer
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8      public class Timer : MonoBehaviour
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21         // Update is called once per frame
       Unity Message | 0 references
22         void Update()
23         {
24             currentTime += Time.deltaTime;
25             TimeSpan timeSpan = TimeSpan.FromSeconds(currentTime);
26             countdownText.text = $"{timeSpan.Minutes:D2} : {timeSpan.Seconds:D2}
27         }
28     }
29
```

01 : 03

REFERENCE

- https://www.youtube.com/watch?v=WxRsNge6Zuk