



Timers & Clocks

V 1.1



TurnTheGameOn

Overview

Timer is designed to allow you to manage many time related tasks without needing to write your own code to do so. It is a simple component that can be used to create timers, clocks, trigger events, and display a UI. Reference the timer in your own scripts and use it like any other Unity component through scripting to control the functionality dynamically.

Video Overview & Demo

<https://www.youtube.com/watch?v=SCrNpktj28Q&feature=youtu.be>

Features

1. Timer State - set the timer to "Counting" or "Disabled"
2. Timer Type - select the timer type to be used. "Count Up", "Count Down", or "Count Up Infinite"
3. Start Time - used when timer is counting down, set the time in seconds that the timer will start
4. Finish Time - used when timer is counting up, set the time in seconds that the timer will finish
5. Timer Speed - set the rate at which the timer counts
6. Use System Time - override to use system time when "Timer Type" is set to "Count Up Infinite"
7. Display Options - depending on "Timer Type", choose to display milliseconds, seconds, minutes, hours, or days field in the timer string displayed on the UI
8. Times Up Event - configure a custom event to be called when time's up
9. Set Zero Timescale - set timescale to 0 when time's up to freeze gameplay
10. Destroy On Finish - Destroy(GameObject) will be called on all assigned game objects when time's up
11. Load Scene On - trigger a scene to be loaded by name when time's up or at a specific time
12. Analog Clock - 3D and uGUI analog clock prefabs are included that will read and display the time when counting up infinitely
13. Public Methods - make a reference to the timer to control all variables as well as the following timer functions through scripting GetTimerValue() , RestartTimer() , StopTimer() , StartTimer(), AddTime (float value)

Adding the timer to a scene

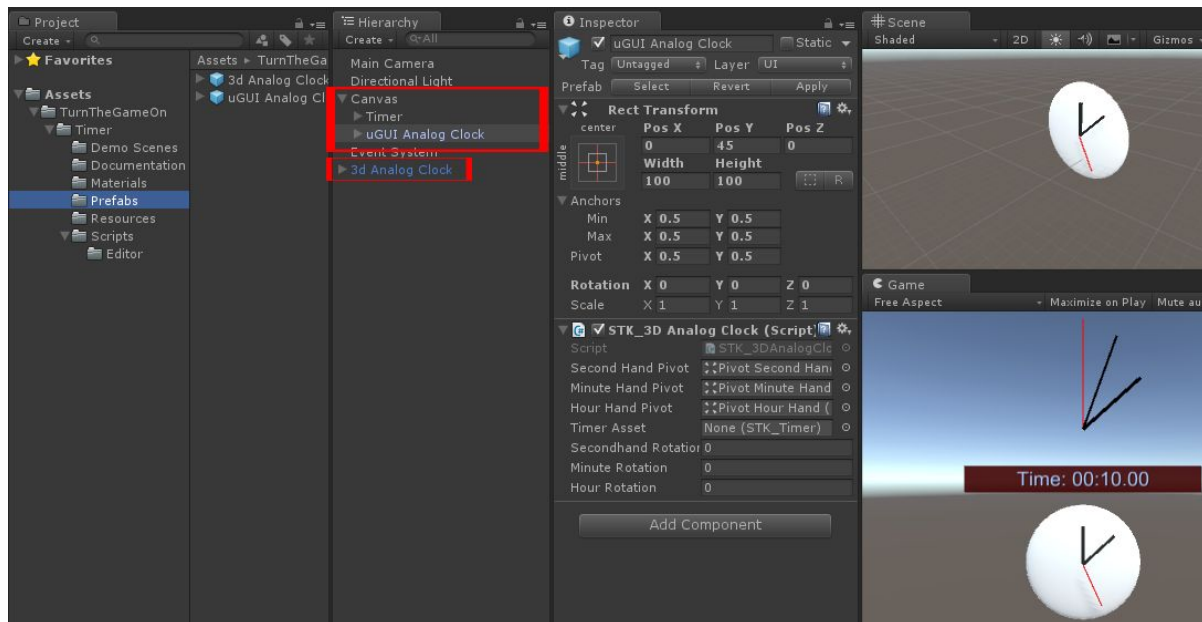
The timer component can be added to your scene by using the same methods of creating any standard UI element. You can:

- Right click in hierarchy, select **UI / Timer**
- On the Unity Toolbar, select **GameObject / UI / Timer**
- Drag the Timer prefab to the scene from the Project Window, **Assets / TurnTheGameOn / Timer / Resources**

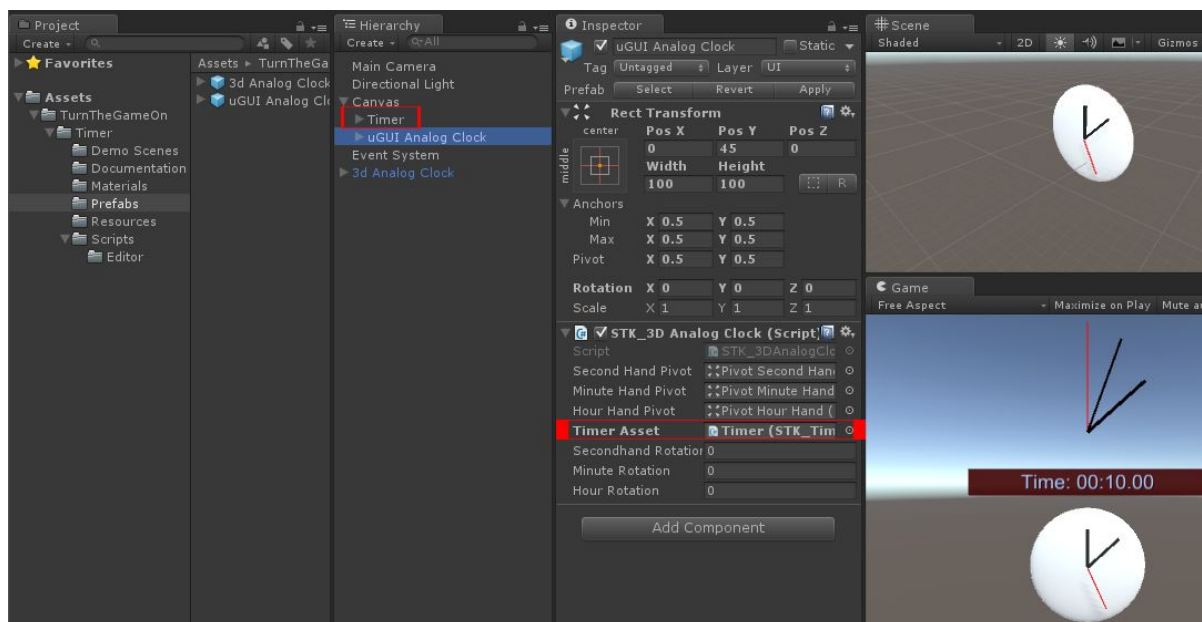
Using the clock prefabs

The clock prefabs are located in the **Assets / TurnTheGameOn / Timer / Prefabs** folder

1. Drag the **“uGUI Analog Clock”** prefab to a canvas in the scene or the **“3D Analog Clock”** anywhere in the scene, from the Project Window and position your clock on the canvas or in 3D space.



2. Assign the timer you want to use in the inspector of the **“uGUI Analog Clock”** prefab



3. Set the assigned timer's **“Timer Type”** to **“Count Up Infinite”**
4. Enable **“Use System Time”** to display the current time on your computer system

Referencing Timer in your own scripts

The scripts in this asset use the following Namespace:

TurnTheGameOn.Timer

Make a reference to this namespace in your own scripts to access the Timer component.