RJ Ghost Replay System

To use this tool requires only a few simple steps:

1. Add the GhostRecorder script to any object you want to record and assign it the Ghost object, Footprint object.
2. Add the Slider console from the prefab to the Canvas of the current scene.
3. Assign the Slider console to the object (or objects) of the first step.

Now you are ready to use the RJ Ghost Rewind system.

You can use the Slider console for single or multiple objects at the same time, including recording, playback, clearing data, and showing/hiding footprints.
You can also save/read the footage, I defaulted to 3 archive slots but you can modify the code to get more.
Each button in the Slider console can be hidden to limit the functions available to the player.

Some useful methods:
GhostRecorder.StartRecording()// Start recording this object.
GhostRecorder.StopRecording()//Stop recording this object.
GhostRecorder.PlayTheGhost()//Start playing back this object.
GhostRecorder.StopTheGhost()//Stop playing back this object.
GhostRecorder.ShowTheFootprints()//Show the footprints of this object.
GhostRecorder.HideTheFootprints()//Hide the footprints of this object.
GhostRecorder.ResetProgress()//reset the progress of this object.

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You can also use the GhostPlayer script, which is a simplified version of GhostRecorder. The object assigned to this script does not need a Slider console, but still needs to have a Ghost objcet and Footprint object assigned.

With the GhostPlayer script, the recordings are erased while playing and cannot be saved locally.
With default settings, use the left mouse button to record and the right mouse button to play back.