Timers

Release 1.0.0

Overview

A timer tool that makes cooldown and text timer much easier

Installation instructions

Go to unity asset store and buy the asset, then go to your project and open Windows --> Package manage --> My assets, then search for it and install then import it, make sure all items are selected before importing

Or you can download it through GitHub

How to use

The namespace of the scripts is RiseOfArabs.DevTools.Timers

-

There are two types of timers, Infinite timer with the name "Timer", cooldown timer with the name "CooldownTimer"

-

The scripts components in the "AddComponent" search menu can be found under "RiseOfArabs/DevTools/Timers"

Using code :

1- Have a reference to the package assembly
2- make a new variable of the timer type you want
3- Use the "Start/Restart" method to start the timer

4- Call "CurrentTime" from the timer to get the timer time
5- CooldownTimer contains a bool named "IsReady" which indicates the timer has finished

Without code :

1- Make a GameObject, then add to it a timer holder component of the type you want, note : we shortcuts the word "Holder" with "_H"
2- Customize the timer however you want using the Setup provided and choose the time you want the timer to use
3- Connect the timer to whatever you want with the simple drag and drop of the unity events