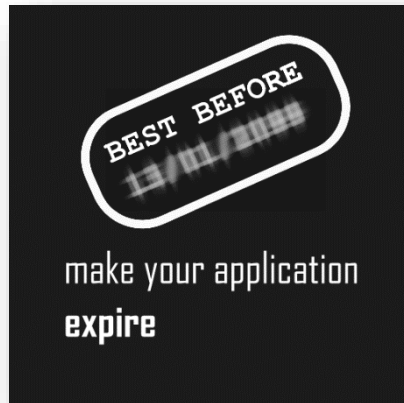


# USER MANUAL



**Epic Cube**  
Creative Reality is here

version 1.4.0

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[package page](#)

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## The Best Before package

**Best Before** is a script for making your application expire.

It is useful when you want to release a demo application that should expire after some time. The script can close the application after some time from start, freeze it and execute custom operations.

### Support information

- ✓ Any Unity version supported

### Usage

To set the expiration time of your application/game, add the script to any (active) Game Object in scene.

#### Fixed Date

If you set *Expiration Mode* to *Fixed Date*, you can set an expiration date for your application/game.

Select in the inspector the expiration date in "Expiration Date" (expiration Year, Month, Day, Hours and Minutes).

*NOTE: the day should be coherent with the selected month. For instance, if you select the day February 31th, the script will notify the incorrect date.*

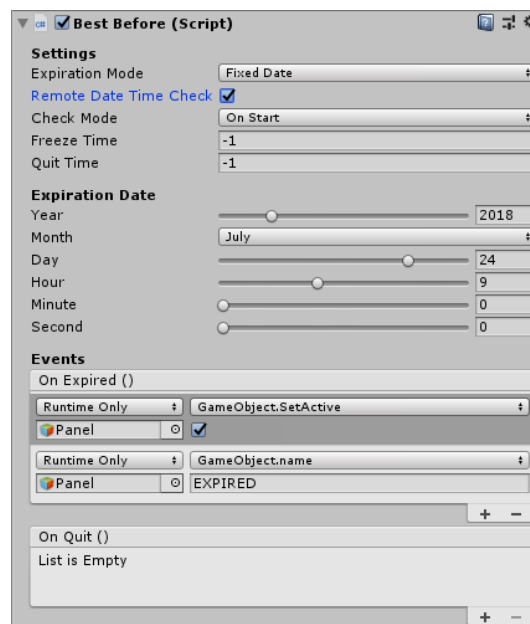


FIGURA 1 - BEST BEFORE COMPONENT - FIXED DATE EXPIRATION MODE

#### From first start

If you set *Expiration Mode* to *From First Start*, you can specify the period of time before your application/game will work, starting from the first time you start the application. Set days, hours, minutes and seconds under the Expiration Period From First Time. The time of first launch and the expiration time will be automatically managed by the component.

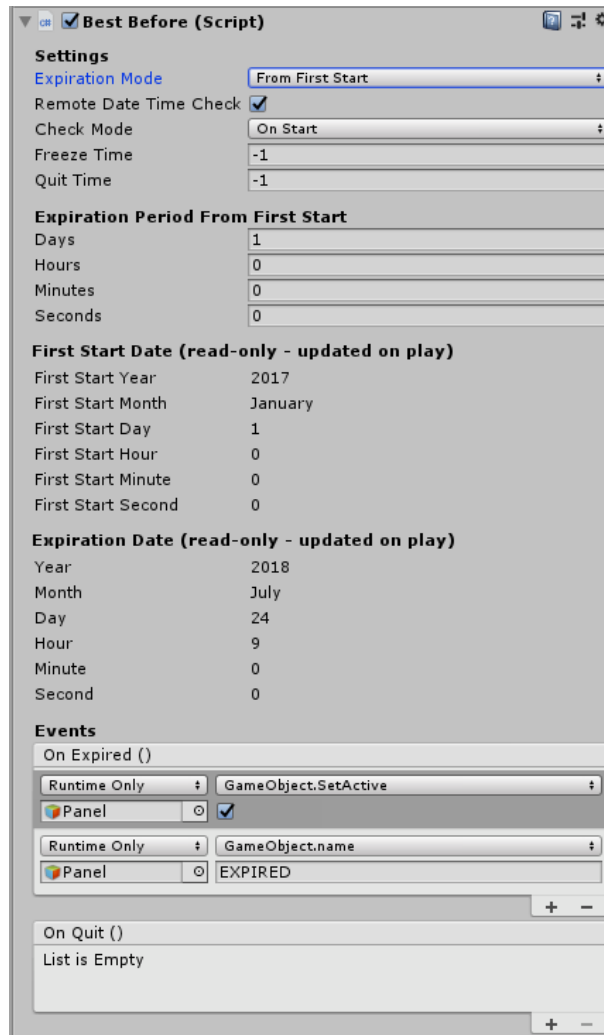


FIGURA 2 - BEST BEFORE COMPONENT - FROM FIRST START EXPIRATION MODE

## Settings Fields

- **Expiration Mode** allows the user to switch between different expiration check modes:
  - *Fixed Date*: the user can set a fixed date the application will expire
  - *From First Start*: the component saves the date the application/game is launched for the first time. The user can set the period after which the application/game will expire
- **Remote Date Time Check** [requires an internet connection] allows to check the current date time using a remote web server. If no internet connection is available or it is not possible to retrieve the date and time for any connection issue, the local system date time is used. This option is useful if a user changes the system date and time to make your demo app work again.
- If **Check Mode** is set to *On Start*, the expiration check is executed once when the application starts. If it is set to *Each Frame*, the expiration check is performed at every frame while the application is running.
- **Freeze Time** represents the time in seconds during which the expired application will simulate a "freeze". It works only if the application is actually expired. A negative or 0 value, no freeze effect will be applied.
- **Quit Time** represents the time in seconds that the application will wait before quitting if it is expired. A negative or 0 values works like *Freeze Time*.

## Events

- **OnExpired:** operations that can be performed when expiration occurs. For instance you could show some UI messages
- **OnQuit:** operations that can be performed just before the application quits (if Quit Time is greater than 0).

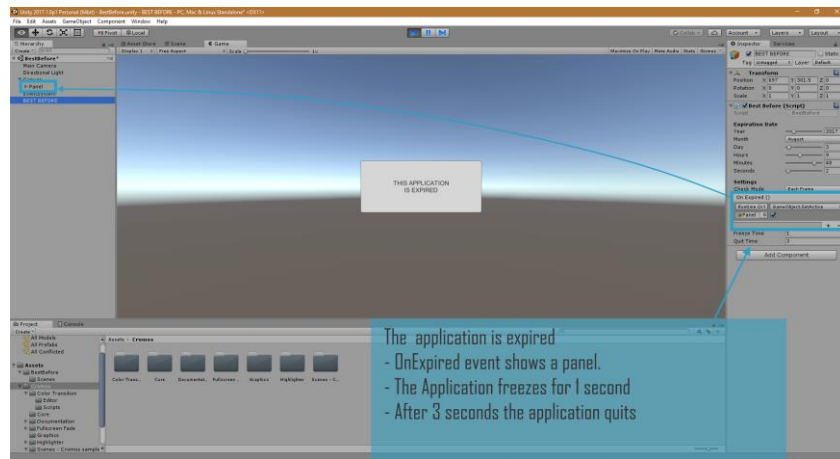


FIGURE 1 - USAGE SCENARIO

## Version log

### 1.4.0

#### Main component

- **ADD:** it's now possible to set the expiration time from the first time the application/game was launched
- **FIX:** some minor fixes

#### Editor

- **ADD:** Custom Editor script

### Previous versions

#### 1.3.0