

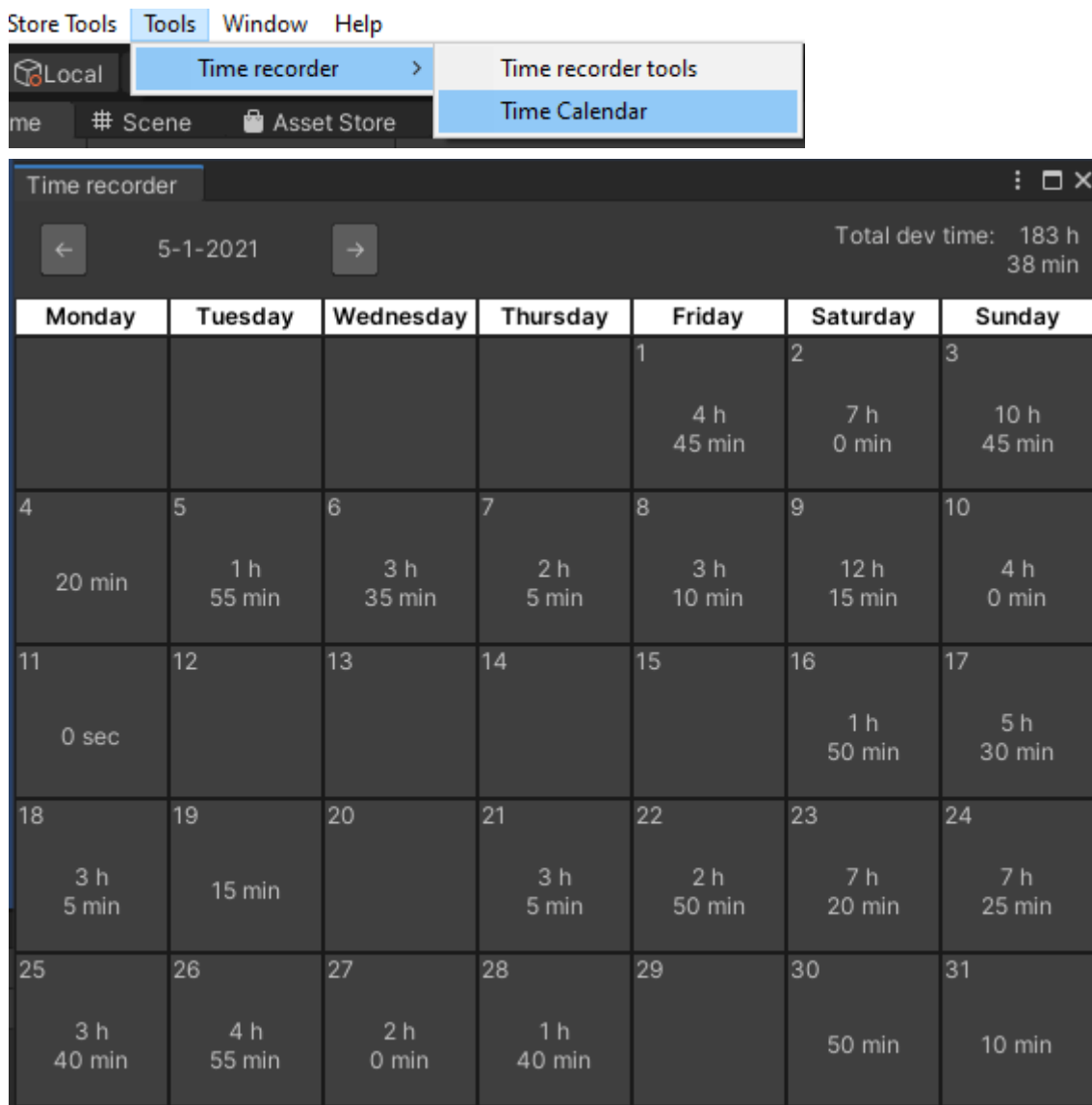
# Unity editor plugin [Time recorder] - Beta

Time recorder is an Unity Editor plugin that allow you an easy way to track develop work time while unity editor is open, track your develop time per project while this plugin is imported.

## Instructions/requirements

- Easy way: install via [TimeRecorder.unitypackage](#)
- Make sure only copy repo assets folder into your assets/plugins folder inside your project
- Have installed UIElements package for unity

You can find the time recorder window at Tools/Time recorder



Store Tools Tools Window Help

Local Time recorder Time recorder tools Time Calendar

me # Scene Asset Store

Time recorder 5-1-2021 Total dev time: 183 h 38 min

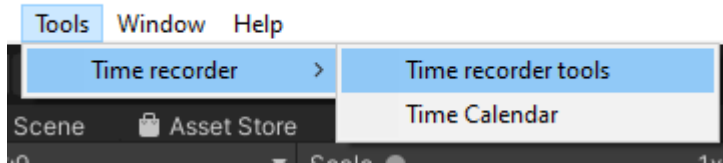
Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
				1 4 h 45 min	2 7 h 0 min	3 10 h 45 min
4 20 min	5 1 h 55 min	6 3 h 35 min	7 2 h 5 min	8 3 h 10 min	9 12 h 15 min	10 4 h 0 min
11 0 sec	12	13	14	15	16 1 h 50 min	17 5 h 30 min
18 3 h 5 min	19 15 min	20	21 3 h 5 min	22 2 h 50 min	23 7 h 20 min	24 7 h 25 min
25 3 h 40 min	26 4 h 55 min	27 2 h 0 min	28 1 h 40 min	29	30 50 min	31 10 min

# Time recorder tools

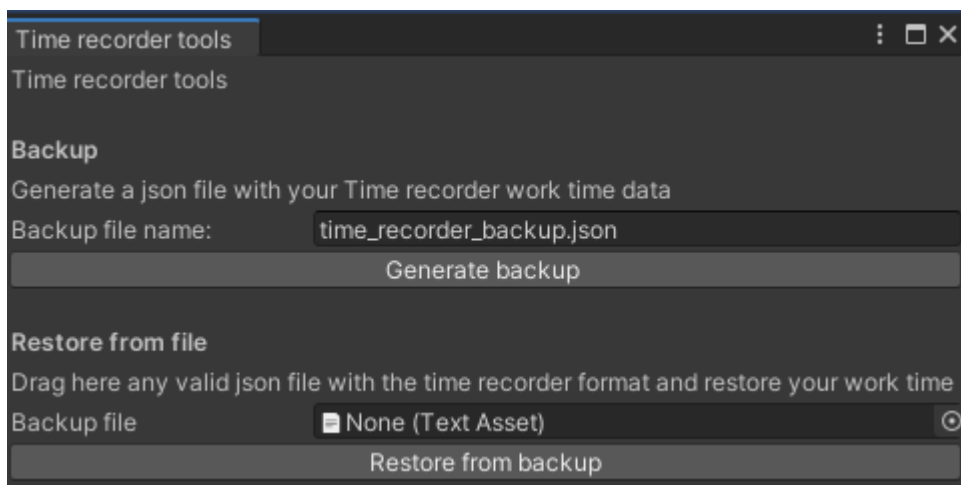
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You can find the time recorder tools at Tools/Time recorder tools

Unity 2019.4.21f1 Personal <DX11>



- In the case you want to make a backup of you "time recorder" data you can make a file backup with the "Generate backup" option.
- In case you want to restore your time recorded data, you can use a backup file to restore your "Time recorder" data



## Extra info

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- TimeRecorder automatically start their process on open your Unity Project.
- The time that you spend on your project is saved each 5 minutes or when you close your project.
- You can change between months with the arrow buttons located in the window header.
- Month name is displayed according user os language location.
- In case of try to repaint window, you can find a custom menu option into the 3 dots window button and force repaint.

