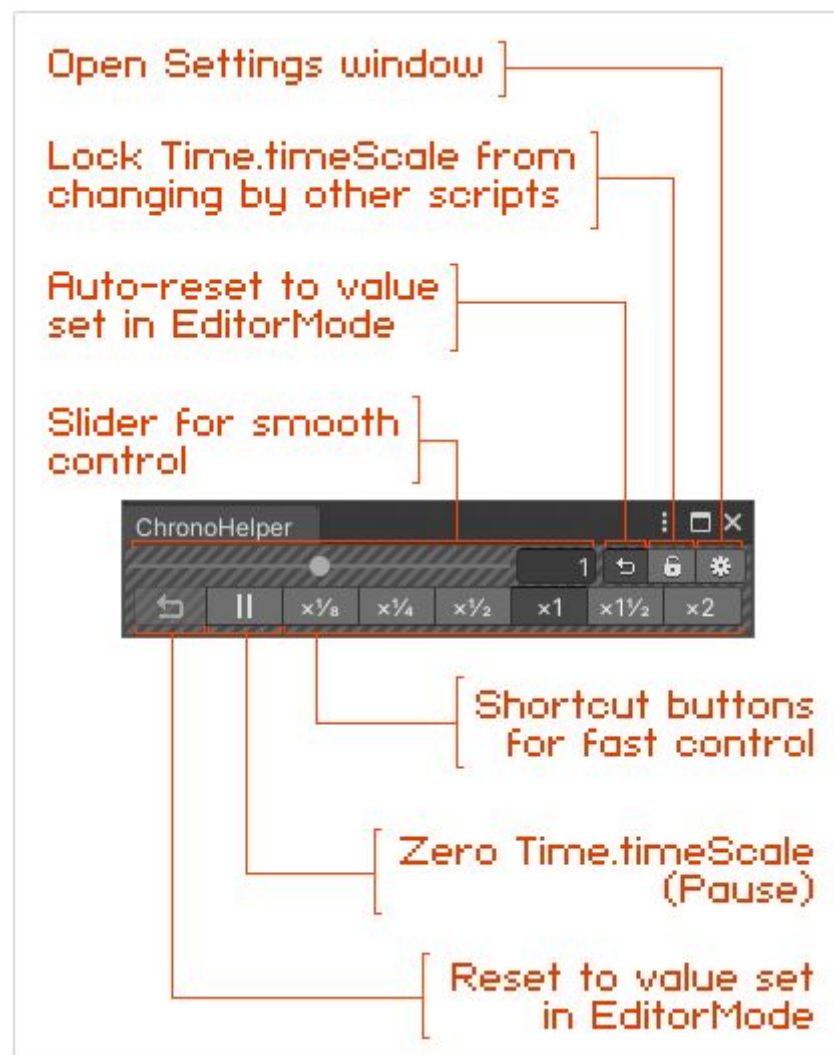# ChronoHelper

Thanks for using ChronoHelper.
I hope it will be handy for you.

/ USAGE /

Use the *'Window/ChronoHelper'* menu to open ChronoHelper.
To change current timeScale use the slider or shortcut buttons.
   While being in EditorMode, ChronoHelper is inactive. That is done to protect the user from accidental changing of Time.timeScale project setting.

Right after switching to PlayMode ChronoHelper captures the default value of Time.timeScale in order to restore this value on switching back to EditorMode (if *'Auto-reset'* is on).


Use *'Lock'* if you want to suppress any changes of Time.timeScale from without (like other scripts or TimeManager Inspector). Be aware that this mode can break the normal flow of your game (e.g. the game won't actually pause in the main menu).
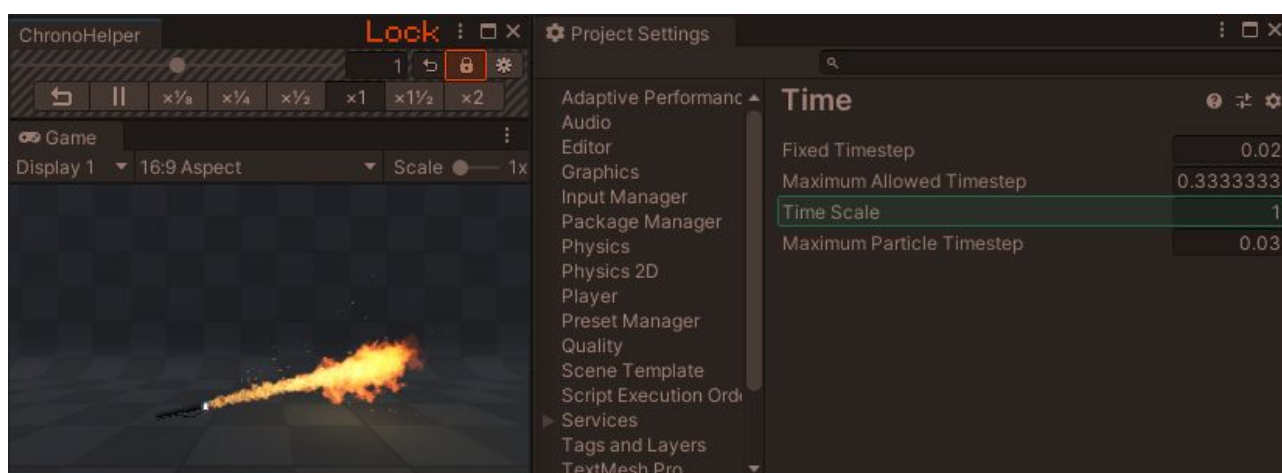
When Time.timeScale is changed from without in PlayMode 'warning state' is activated. In this state the background of the ChronoHelper window blinks (depending on the settings)

/ SETTINGS /
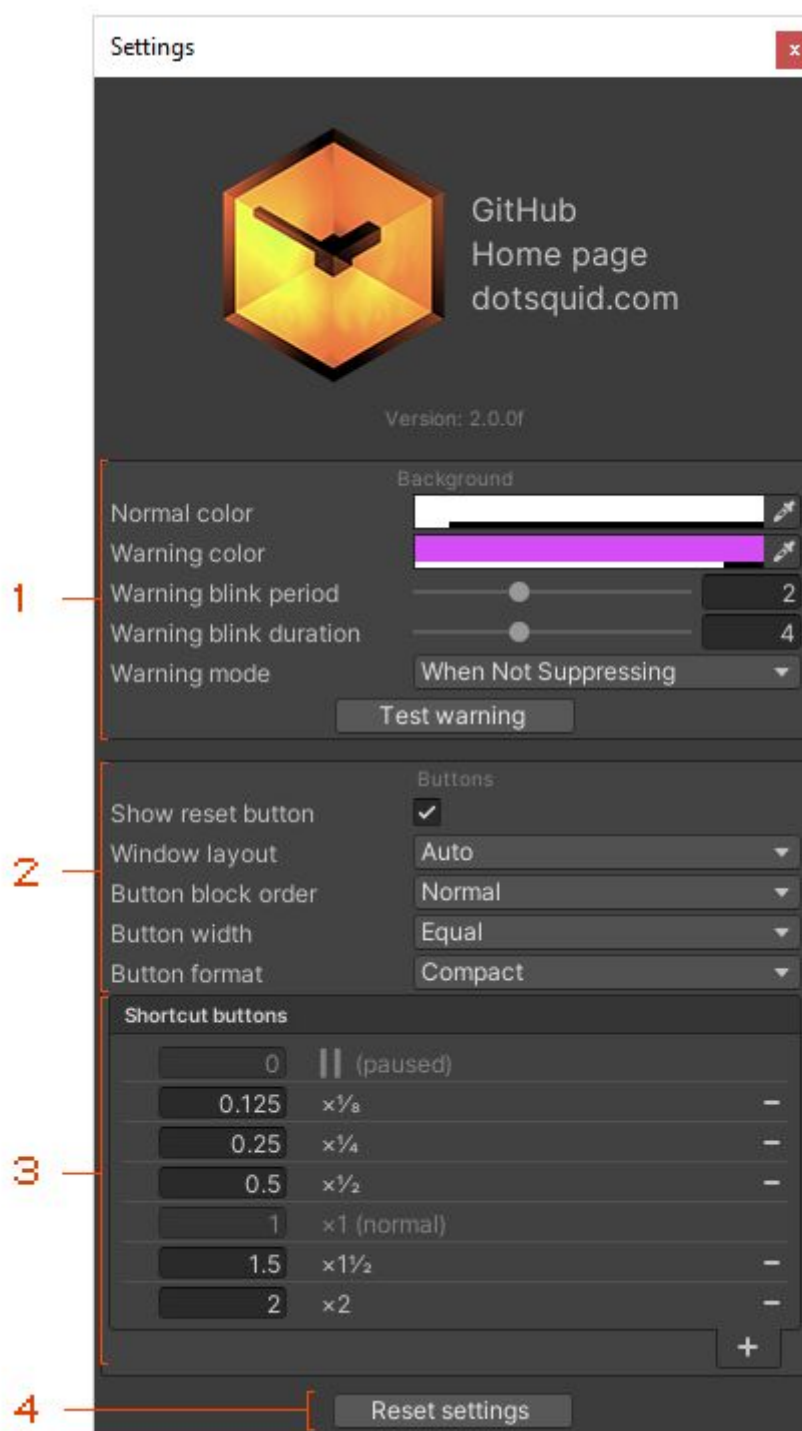
1 / BACKGROUND

'Normal color' - usual color of the background texture.

'Warning color' - color of the background texture in the state of warning.

'Warning blink period' - how long one blink of the warning will last (in seconds).

'Warning blink duration' - how long the whole warning will last (in seconds)

'Warning mode' - when 'warning state' can be enabled: Never, When Not Suppressing (when 'Lock' button on the main window is not pressed), Always.

2 / BUTTONS

'Show reset button' - whether to show the 'Reset' button (the leftmost one in the row of shortcut buttons)

'Window layout' - how to arrange the slider and the shortcut buttons:
- 'Horizontal' - the slider and shortcut buttons are placed in one row;
- 'Vertical' - the slider and shortcut buttons are placed in two rows one over another;
- 'Auto' - horizontal or vertical layout is chosen automatically depending on the window's width.

'Button block order' - an order in which the slider and the shortcut buttons are placed:
- 'Normal' - in vertical layout the slider is on top of the buttons; in horizontal one the slider is on the right of the buttons;
- 'Reversed' - in vertical layout the slider is beneath the buttons; in horizontal one the slider is on the left of the buttons.

'Button width' - how to calculate the width of the shortcut buttons:
- 'Equal' - all buttons have an equal width;
- 'As Is' - the width of the buttons is specified by its own content making the buttons be of a different width.

'Button format' - how to display the value of the time scale on the shortcut buttons:
- 'As Is' - display the exact value as a decimal number (e.g. '0.333');
- 'Short' - display the value as a decimal number rounded to the first digit after decimal point (e.g. '0.3');
- 'Compact' - display the fractional part as a simple fraction (e.g. '⅓').

3 / SHORTCUT BUTTONS

Contains the list of an arbitrary number of time scale values which are respectively displayed on the shortcut buttons. The values of '0' (paused) and '1' (normal) are mandatory and can be neither modified nor removed.
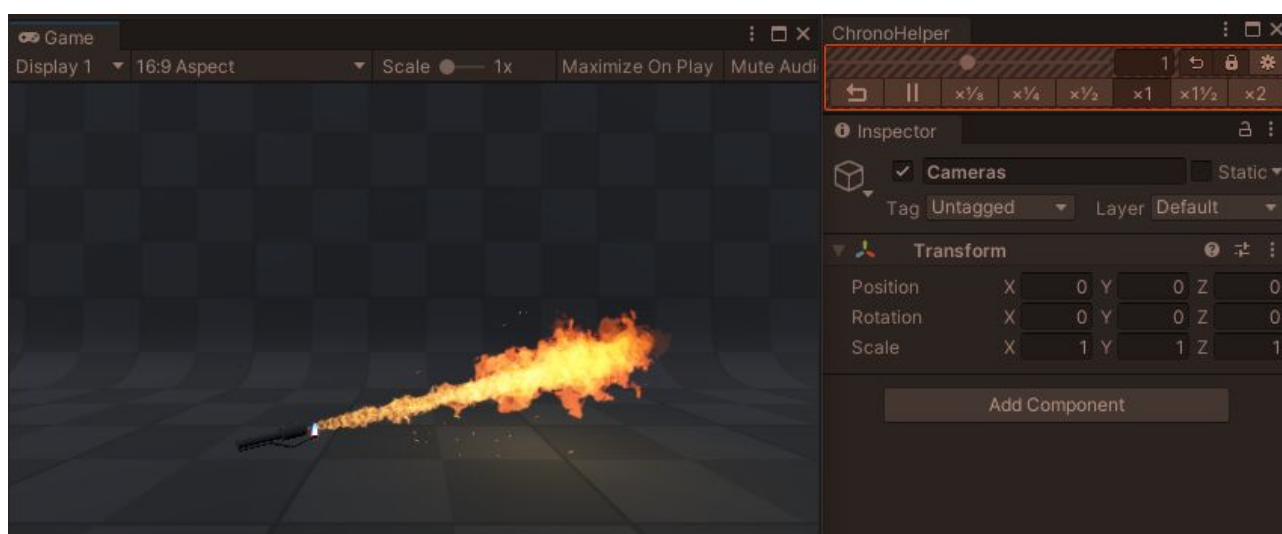
4 / RESET SETTINGS

After confirmation the settings are reset to defaults.

/ TIP /

ChronoHelper's window was designed to occupy as less screen space as possible. The suggested way to place the window is to dock it above or below the GameView window. In this case the slider and shortcut buttons are arranged in horizontal layout.
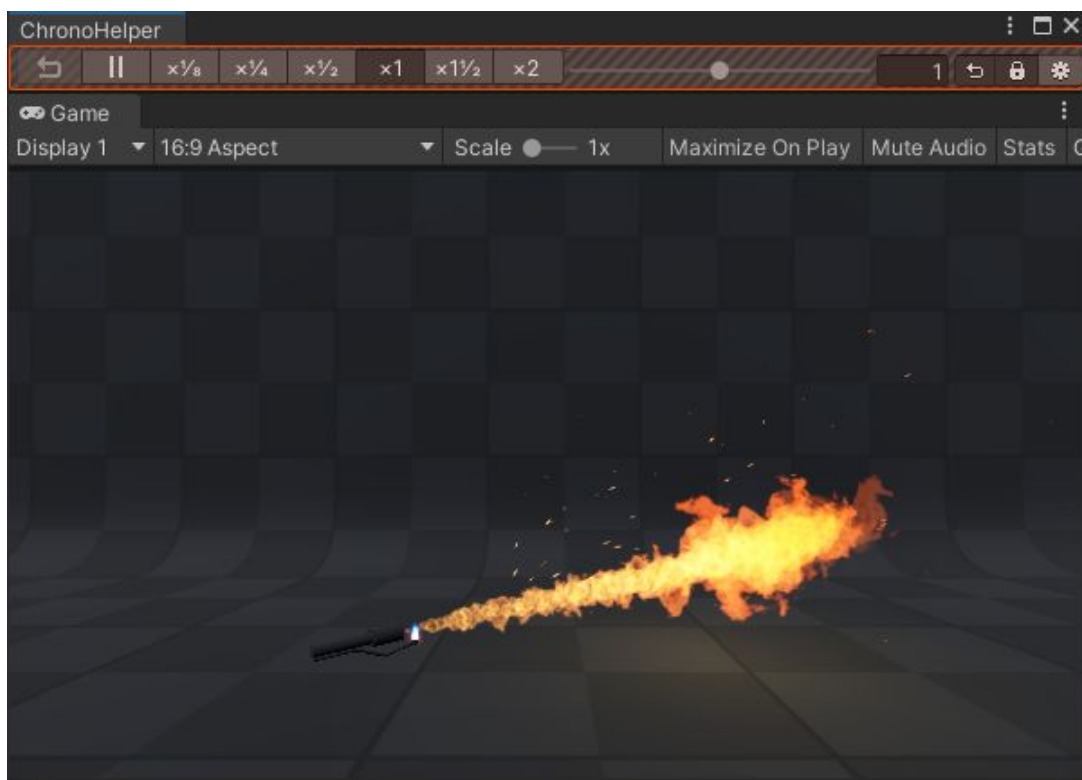
Another way to place ChronoHelper's window is to dock it above or below either Inspector window or Hierarchy window. If the window is not wide enough vertical layout is used.

/ LINKS /

Home page - http://dotsquid.com/works/chrono-helper/
GitHub - https://github.com/dotsquid/ChronoHelper
Other works - http://dotsquid.com/works/