


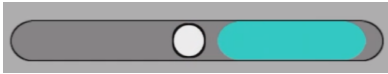







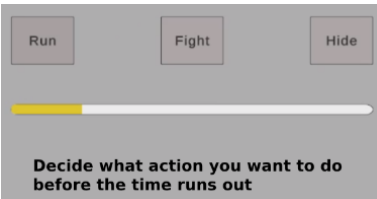


QuickTimeEventsPack

You can find an usage example for the 6 different quick time event types in the sample scene names "**DemoQTE**" under *Assets/Scenes*.

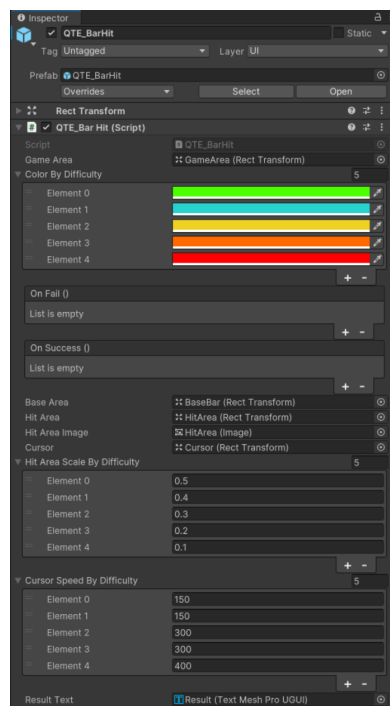
Choose a type of QTE

 QTE_PushKey		Push the right key before the time runs out.
 QTE_BarHit		Stop the ball when it is inside the hit area.
 QTE_Ring		Stop the color ring when it is colliding with the base ring.
 QTE_CircleHit		Stop the cursor when it is inside the hit area.

 QTE_Smash		<p>Smash the selected key to fill the area before the time runs out.</p>
 QTE_Decision		<p>Decide what action you want to do before the time runs out or it will choose a random option for you.</p>

For implementing a Quick Time Event on your project, you have to select the prefab for one you prefer from the *Assets/Prefabs* folder:

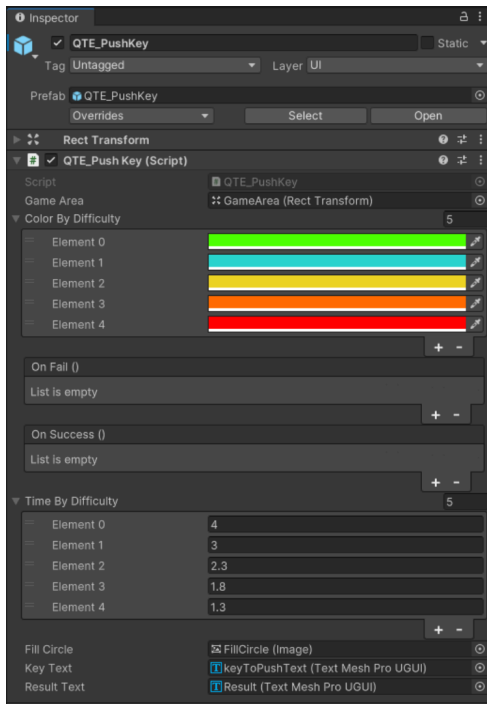
Prefab configurations on the inspector:



There are 5 levels of difficulty, you can set the color for each one using this setting.

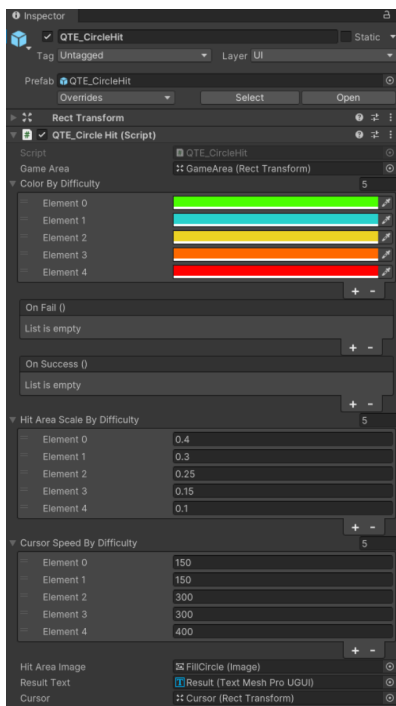
For each difficulty level, set the size of the cursor.

For each difficulty level, set the speed in seconds for the cursor to move.



There are 5 levels of difficulty, you can set the color for each one using this setting.

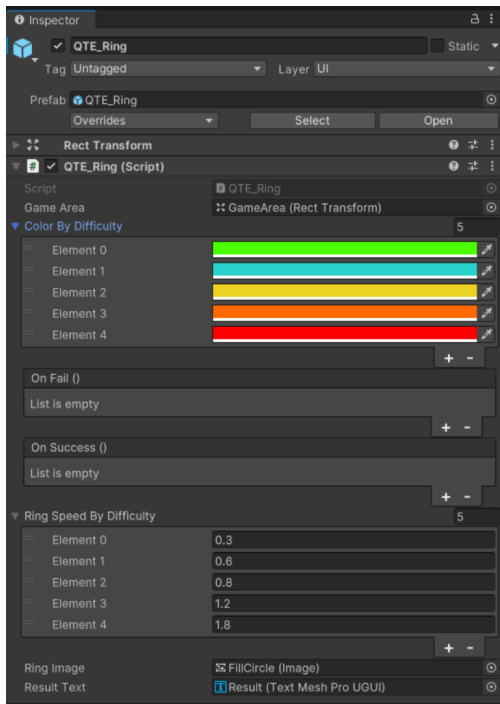
For each difficulty level, set the time in seconds that the user will have to push the key before failing.



There are 5 levels of difficulty, you can set the color for each one using this setting.

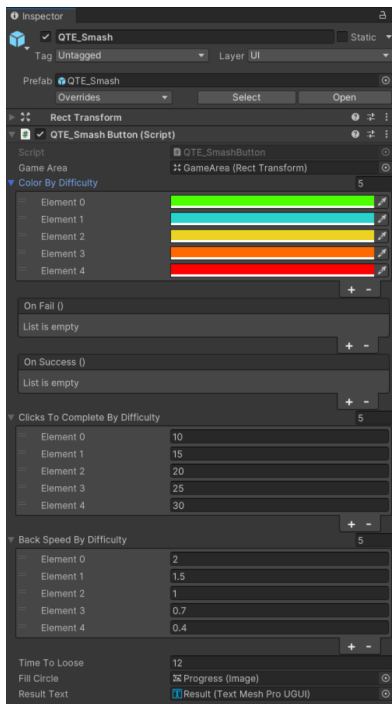
For each difficulty level, set the size of the cursor.

For each difficulty level, set the speed in seconds for the cursor to move.



There are 5 levels of difficulty, you can set the color for each one using this setting.

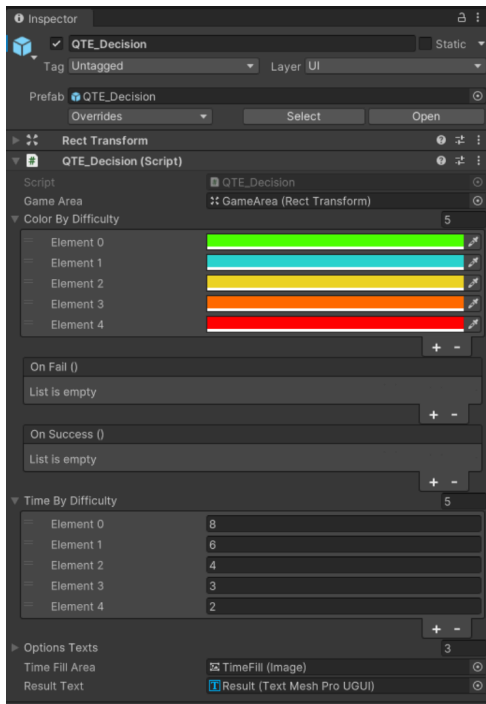
For each difficulty level, set the speed in seconds for the circle to grow.



There are 5 levels of difficulty, you can set the color for each one using this setting.

For each difficulty level, set how many clicks will be necessary to complete the QTE.

For each difficulty level, set the speed in seconds for the click counter to start losing hits.



There are 5 levels of difficulty, you can set the color for each one using this setting.



For each difficulty level, set the time in seconds that the user will have to make the decision.

Using a QTE from Code:

```
[SerializeField] public QuickTimeEvent QTE;

public void Show()
{
    QTE.OnFail.AddListener(OnFinishQTE);
    QTE.OnSuccess.AddListener(OnFinishQTE);

    QTE.ShowQTE(new Vector2(200f, 200f), 1, 2);
}

void QuickTimeEvent.ShowQTE(Vector2 position, float scale, int difficulty)
```

```
public void Hide()
{
    QTE.OnFail.RemoveAllListeners();
    QTE.OnSuccess.RemoveAllListeners();

    QTE.Hide();
}
```