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Pragma Timeline

version 0.7.0

Summary

Pragma Timeline is a tool that can let you easily play timeline in runtime and bind to your scene objects. See it in asset store.

Quick Start

1. Create a scene by click `File -> New Scene -> PragmaTimelineEdit`. This scene is only used for editing timeline.
2. Copy paste objects that you want to use in timeline to your new scene.
3. Create a timeline asset by right click in Assets panel and click `Create -> Timeline`. Then drag it to playable director of the Timeline game object in the scene.
4. Drag Timeline game object to the Assets panel to make it a prefab.
5. You can now start editing your timeline. See Unity Timeline for more information.
6. When you finish, click the Update button on the inspector of the Timeline game object's TimelinePlayer component. This will create several records of objects that you need to bind in runtime. Change name of the records to something meaningful. Note that these are the names you will use in script.
7. At runtime, play your timeline using following code:

```
var instance = Instantiate(prefab);
var player = instance.GetComponent<TimelinePlayer>();

var map = new Dictionary<string, object> {
    {"name1", object1},
    {"name2", object2},
};
player.Init(map);

player.Stopped += playableDirector => {
    Debug.Log("Timeline stopped");
};

player.PlayTimeline(true);
```

Supports

If you have any questions, please comment at Asset Store
Or email me directly at: bjjx1999@live.com
Thank you for your support!

Namespace PragmaFramework.Timeline.Runtime

Classes

TimelinePlayer

Structs

ControlBindInfo

SubPlayerBindInfo

TrackBindInfo

Struct ControlBindInfo

Namespace: PragmaFramework.Timeline.Runtime

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ControlBindInfo
```

Fields

hash

Declaration

```
public int hash
```

Field Value

TYPE	DESCRIPTION
Int32	

key

Declaration

```
public string key
```

Field Value

TYPE	DESCRIPTION
String	

playableAsset

Declaration

```
public ControlPlayableAsset playableAsset
```

Field Value

TYPE	DESCRIPTION
ControlPlayableAsset	

trackAsset

Declaration

```
public TrackAsset trackAsset
```

Field Value

TYPE	DESCRIPTION
TrackAsset	

Struct SubPlayerBindInfo

Namespace: PragmaFramework.Timeline.Runtime

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct SubPlayerBindInfo
```

Fields

hash

Declaration

```
public int hash
```

Field Value

TYPE	DESCRIPTION
Int32	

key

Declaration

```
public string key
```

Field Value

TYPE	DESCRIPTION
String	

playableAsset

Declaration

```
public ControlPlayableAsset playableAsset
```

Field Value

TYPE	DESCRIPTION
ControlPlayableAsset	

subPlayer

Declaration

```
public TimelinePlayer subPlayer
```

Field Value

TYPE	DESCRIPTION
TimelinePlayer	

Class TimelinePlayer

Inheritance

Object
TimelinePlayer

Implements

ISerializationCallbackReceiver

Namespace: PragmaFramework.Timeline.Runtime

Assembly: cs.temp.dll.dll

Syntax

```
public class TimelinePlayer : MonoBehaviour, ISerializationCallbackReceiver
```

Fields

controlBindInfos

Bind info for control Track.

Declaration

```
public List<ControlBindInfo> controlBindInfos
```

Field Value

TYPE	DESCRIPTION
List<ControlBindInfo>	

subTimelines

Bind info for child timelines

Declaration

```
public List<SubPlayerBindInfo> subTimelines
```

Field Value

TYPE	DESCRIPTION
List<SubPlayerBindInfo>	

trackBindInfos

Bind info for track.

Declaration

```
public List<TrackBindInfo> trackBindInfos
```

Field Value

TYPE	DESCRIPTION
List<TrackBindInfo>	

Properties

Director

The `PlayableDirector` of this timeline player.

Declaration

```
public PlayableDirector Director { get; }
```

Property Value

TYPE	DESCRIPTION
PlayableDirector	

Methods

ClearTimeline()

Clear the timeline and remove all the runtime children.

Declaration

```
public void ClearTimeline()
```

Init(IReadOnlyDictionary<String, Object>)

Initialize this timeline player with a bindingMap; it only does the initialization and does not play it yet.

Declaration

```
public void Init(IReadOnlyDictionary<string, object> bindingMap)
```

Parameters

TYPE	NAME	DESCRIPTION
IReadOnlyDictionary<String, Object>	bindingMap	

OnAfterDeserialize()

Declaration

```
public void OnAfterDeserialize()
```

OnBeforeSerialize()

Declaration

```
public void OnBeforeSerialize()
```

PlayTimeline(Boolean)

Play this timeline.

Declaration

```
public void PlayTimeline(bool autoDestroyOnStop = false)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
Boolean	autoDestroyOnStop	Auto destroy when the timeline stop.

Events

Stopped

Declaration

```
public event Action<PlayableDirector> Stopped
```

Event Type

TYPE	DESCRIPTION
Action<PlayableDirector>	

Implements

ISerializationCallbackReceiver

Struct TrackBindInfo

Namespace: PragmaFramework.Timeline.Runtime

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct TrackBindInfo
```

Fields

key

Declaration

```
public string key
```

Field Value

TYPE	DESCRIPTION
String	

trackAsset

Declaration

```
public TrackAsset trackAsset
```

Field Value

TYPE	DESCRIPTION
TrackAsset	