

Ignition / GenericHelpers

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/GenericHelpers.cs**

Class Timer

Description

The Timer class is used by the spawners for example.

Public fields	Description
<code>float timer</code>	Timer
<code>float interval = 0.15f</code>	Interval
<code>float intervalRange</code>	Interval Range. Any value over zero triggers random mode (random value is between interval and interval + intervalRange)
<code>int counter = -1</code>	Counter. (-1 is endless)

Public Methods	Description
<code>bool Update(bool ignoreCounter = false)</code>	Update will return true when timer reaches zero and resets the timer.