
Super Time Rewinder Manual

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Lunar Cats Studio

1. Features

- Provides a scripting system to manage time rewind for 2D and 3D objects and animations
- Set maximum rewind time
- Enable or not keeping the object velocity after rewinding's end for 3D objects
- Record transform properties of GameObjects
- Customize properties you want to record in the scripts
- Super easy to use and optimized workflow

2. Limitations

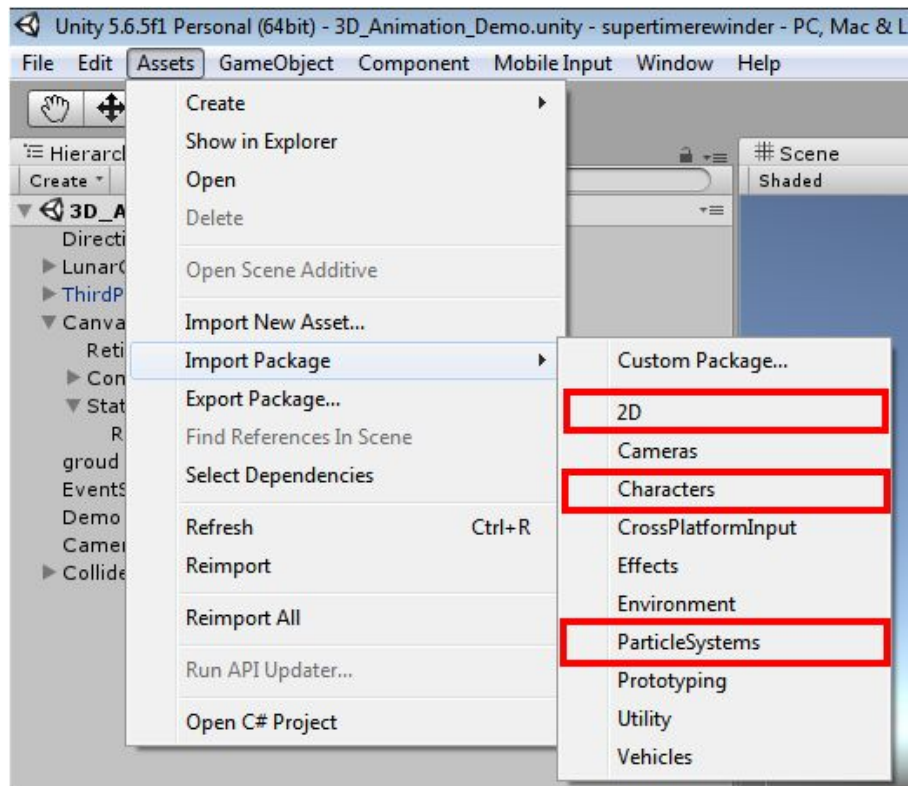
- Particle system are not handled
- It is not possible to change the rewind speed

3. Prerequisites

Demo scenes require unity packages:

Standard Assets: <https://www.assetstore.unity3d.com/en/#!/content/32351>

- Characters
- 2D
- ParticleSystems
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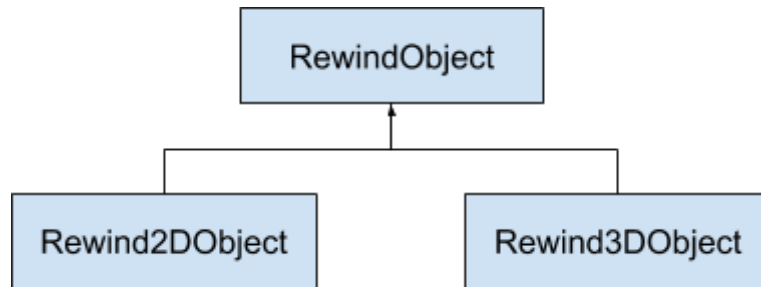


4. Structure

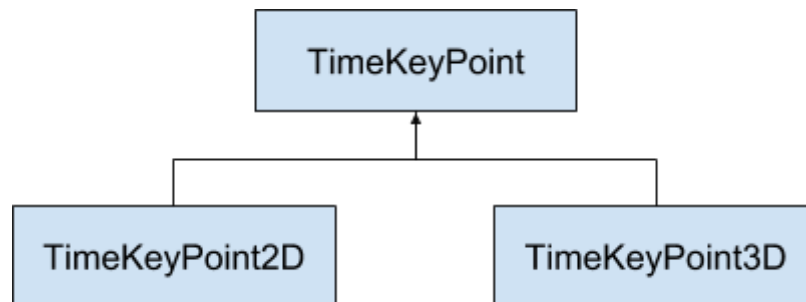
4.1. Super Time Rewinder folder

- **Demo** (Contains all demo's resources)
 - Materials
 - Prefabs
 - Scripts
 - Textures
- **Doc** (Contains all documentation)
- **Scripts** (contains Time Rewinder scripts)

4.2. RewindObject class



4.3. TimeKeyPoint class

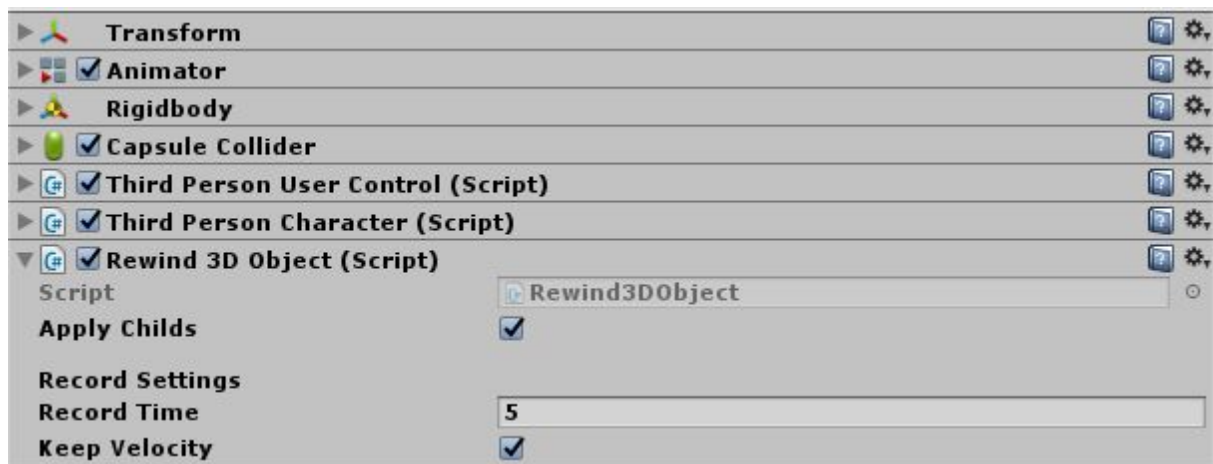


5. How to use

Super Time Rewinder is designed to be the easiest possible to use. You only need to attach one script in all gameobjects that could rewind in the time, or used apply childs.

5.1. 3D Scene

1) Select object in Editor and attach “Rewind3DObject” script. Make sure, that the gameobject has a “Rigidbody” component.



2) Set up properties of “rewind 3D object” script:

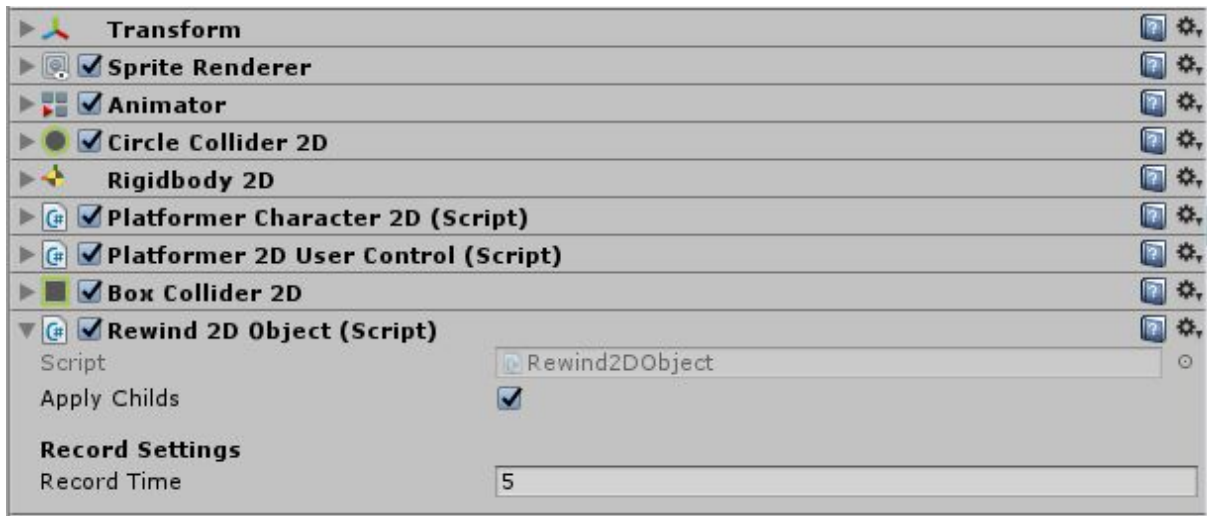
- Apply Childs: if true, in runtime, creates a RewindObject component for all childs of this gameobject (if the child doesn't already have an instance).
- Record Time: maximum record time in second
- Keep Velocity: if true, after rewinding's end, gameobjects retrieve their velocity

3) Now, you just have to call functions StartRewind() and StopRewind(). Record of time points is automatic and circular. When the buffer is full, the script replace the older points with the new ones.

For unity's 3D character controller, you need to disable “ThirdPersonCharacter” and “ThirdPersonUserControl” during rewinding (see 3D_animation_demo scene and Animation3DManager.cs script in demo folder).

5.2. 2D Scene

1) Select gameobject in Editor and attach “Rewind2DObject” script.



2) Set up properties of “rewind 2D object” script:

- Apply Childs: if true, in runtime, creates a RewindObject component for all childs of this gameobject (if the child don't already have an instance).
- Record Time: maximum record time in second

3) Now, you just have to call functions StartRewind() and StopRewind(). Record of time points is automatic and circular. When the buffer is full, the script replace the older points with the new ones.

For unity's 2D character controller, you need to disable “PlatformerCharacter2D” and “Platformer2DUserControl” during rewinding (see 2D_animation_demo scene and Animation2DManager.cs script in demo folder)

6. Save personal data during record

You can also save some specific information during record and reconstitute them during rewind.

6.1. All objects

- 1) Edit "TimeKeyPoint" script and add your properties.
- 2) Edit "RewindObject.cs" script and add in LoadKeyPoint() and SaveKeyPoint() your own functions to manage your custom properties.

6.2. Only 3D

- 1) Edit "TimeKeyPoint3D" script and add your properties.
- 2) Edit "Rewind3DObject.cs" script and add in LoadKeyPoint() and SaveKeyPoint() your own functions to manage your custom properties.

6.3. Only 2D

- 1) Edit "TimeKeyPoint2D" script and add your properties.
- 2) Edit "Rewind2DObject.cs" script and add in LoadKeyPoint() and SaveKeyPoint() your own functions to manage your custom properties.

7. FAQ

Q: Is it possible to use TimeRewinder on unity ThirdPersonController prefab?

R: Yes, but you will need to disable all components that could change recorded properties during rewind. In this case, those are ThirdPersonUserControl and ThirdPersonCharacter scripts.

Q: Who is the best, Superman or Batman?

R: Chuck Norris!

8. Contact And Support

If you are facing any issue, please contact me, I will provide support.

Facebook: <https://www.facebook.com/LunarCatsStudio/>

Web Site: <http://lunarcatsstudio.com/>

E-mail: lunar.cats.studio@gmail.com

9. Check out our other super Assets !



Super Combiner:

The Super Combiner package is an essential tool for optimization.

This asset allows you to combine materials and meshes to highly reduce draw calls and significantly improve FPS.

https://www.assetstore.unity3d.com/#!/content/92129?aid=110013Qgf&pubref=DOC_TIME_REWINDER



Animated Book:

The Animated Book package is as 3D book model with animation to open/close the book and turn the pages.

The book is controlled by a powerful and optimized script.

https://www.assetstore.unity3d.com/#!/content/67997?aid=110013Qgf&pubref=DOC_TIME_REWINDER



Scrolling Panel:

The Advanced Scrolling Panel package is a powerful GUI system that allows you to display a text message into a nice UI Panel with an opening, scrolling and closing animation.

https://www.assetstore.unity3d.com/#!/content/54721?aid=110013Qgf&pubref=DOC_TIME_REWINDER



Collecting Effect:

The Collecting effect package is an easy / ready to use solution for collecting items effect, perfectly suited for 2D games.

The prefabs and the animation are fully customizable : control the speed, the emission rate and more!

https://www.assetstore.unity3d.com/#!/content/82158?aid=110013Qgf&pubref=DOC_TIME_REWINDER