

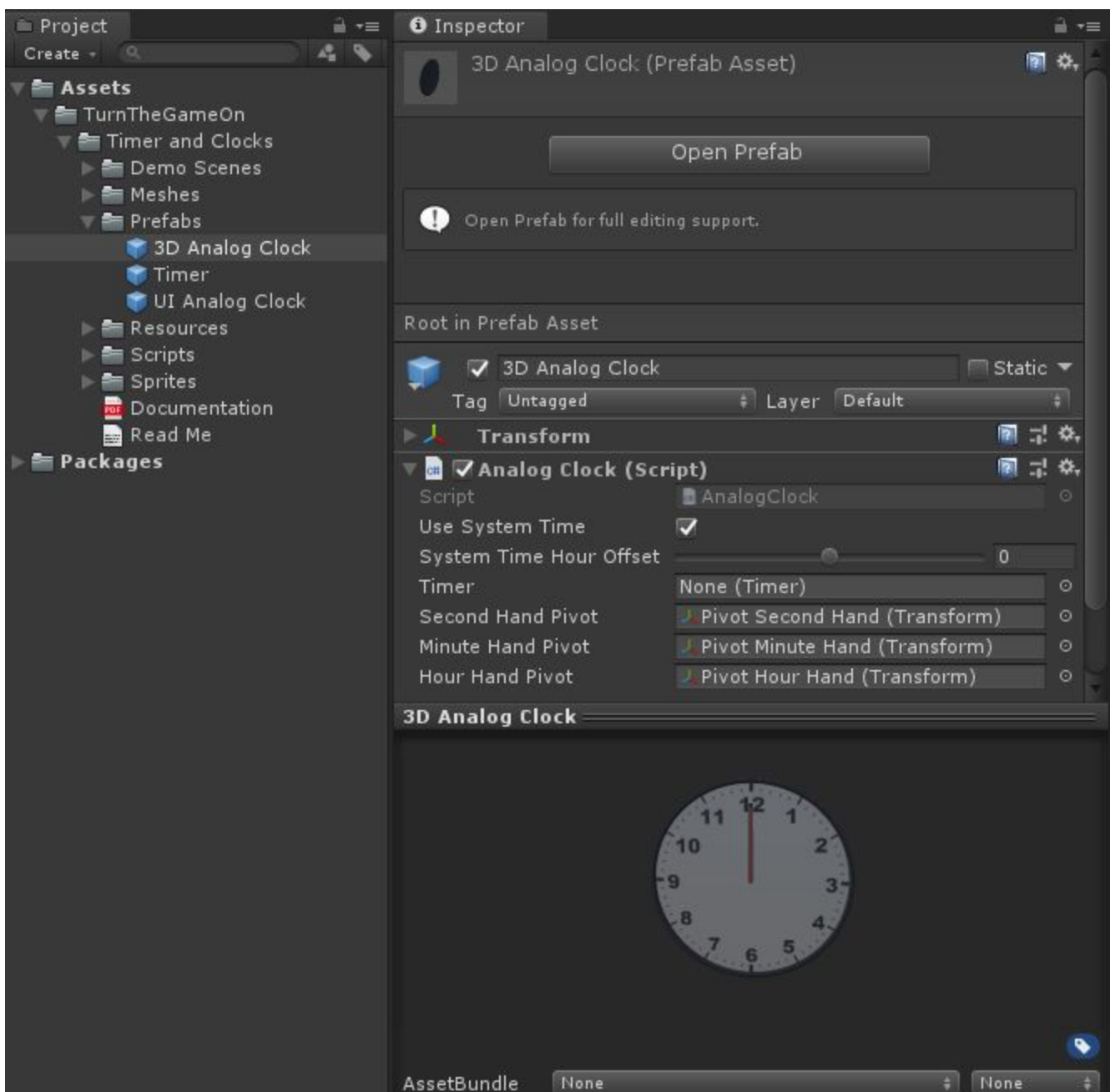


## Timers & Clocks V 1.1.7

A small collection of drag-and-drop timer and clock prefabs that make displaying time and configuring logic that can trigger a time's up event quick and easy.

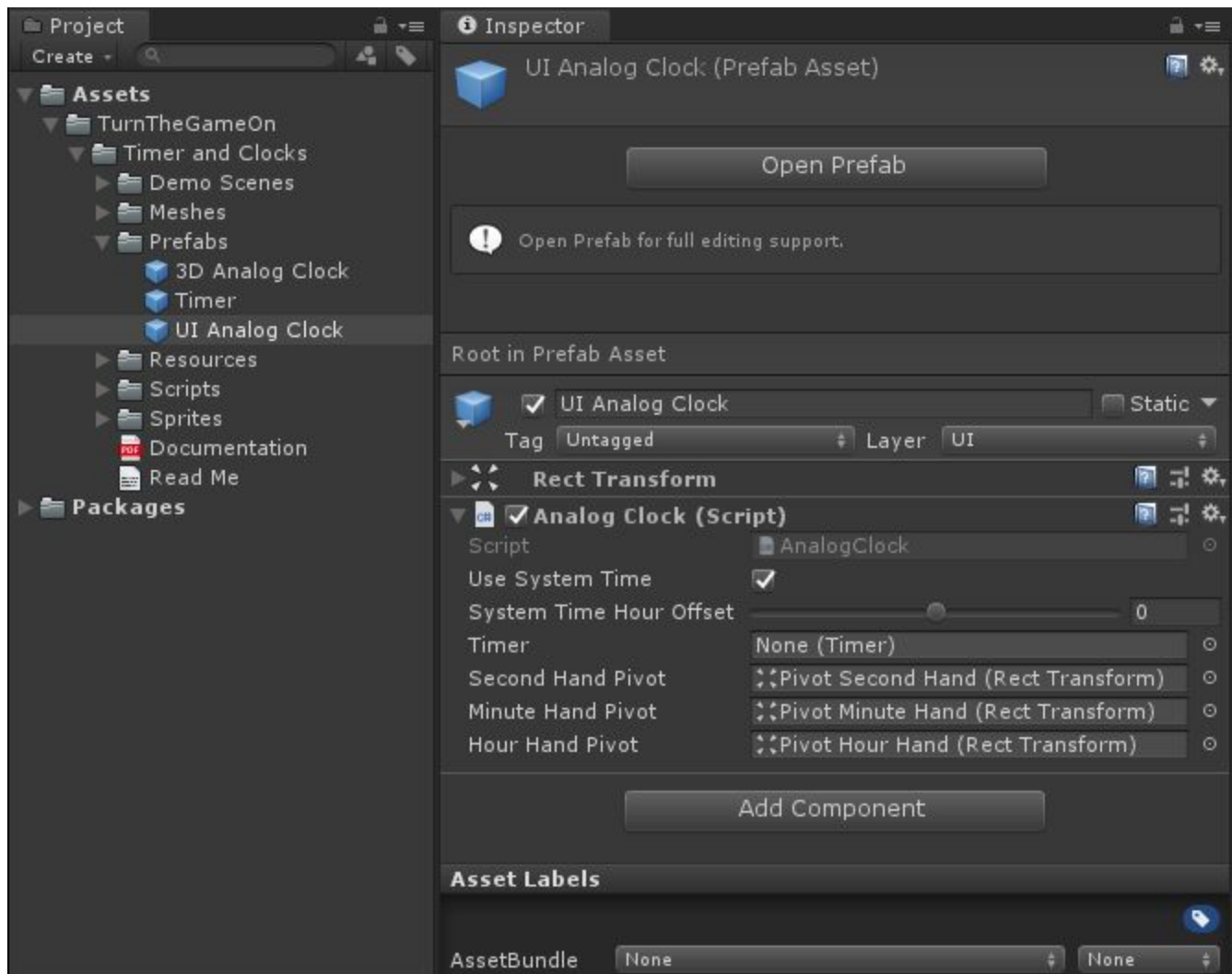
### 3D Analog Clock Prefab

- Location: **Assets\TurnTheGameOn\Timer and Clocks\Prefabs\3D Analog Clock**
- This prefab requires no initial configuration, add it to a scene and press play, it will display the current system time.



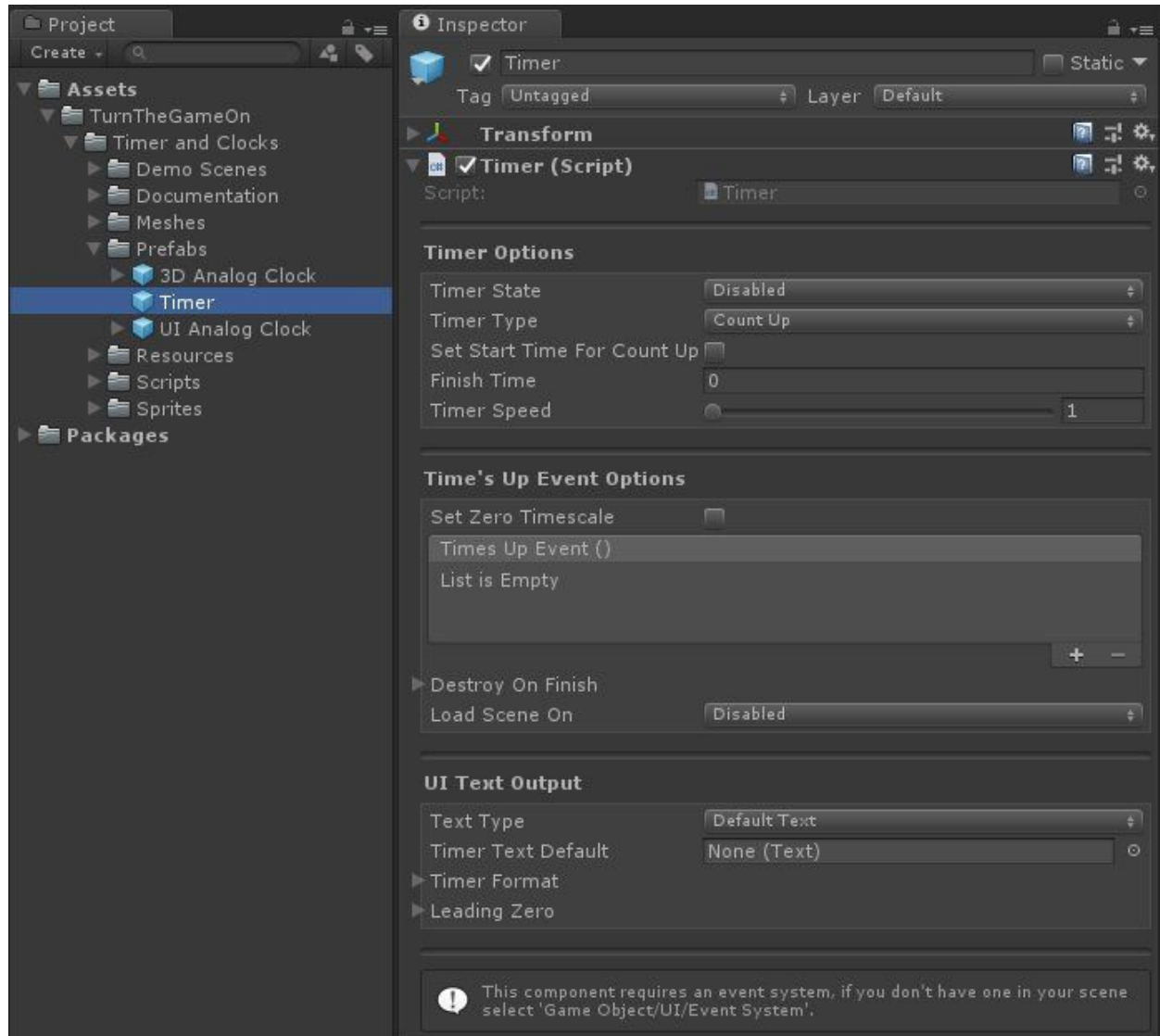
## UI Analog Clock Prefab

- Location: **Assets\TurnTheGameOn\Timer and Clocks\Prefabs\UI Analog Clock**
- This prefab requires no initial configuration, add it to a UI Canvas in a scene and press play, it will display the current system time.



## Timer Prefab

- Location: **Assets\TurnTheGameOn\Timer and Clocks\Prefabs\Timer**
- Context Menu: **Right-Click in Hierarchy and select UI > Timer** to spawn into scene.
- This prefab allows you to configure timers that can output the current time as a formatted string to UI Text components and trigger a time's up events – the available inspector options will be different depending on which settings are selected so that only relevant options are visible.



### Timer Prefab - Timer Options

The primary options used to control a timer's core functionality – the available options will be different depending on which Timer Type is selected.

The screenshot shows the 'Timer Options' panel for a 'Count Down' timer. The 'Timer State' is set to 'Disabled'. The 'Timer Type' is 'Count Down'. The 'Start Time' is set to '0'. The 'Timer Speed' is set to '1'.

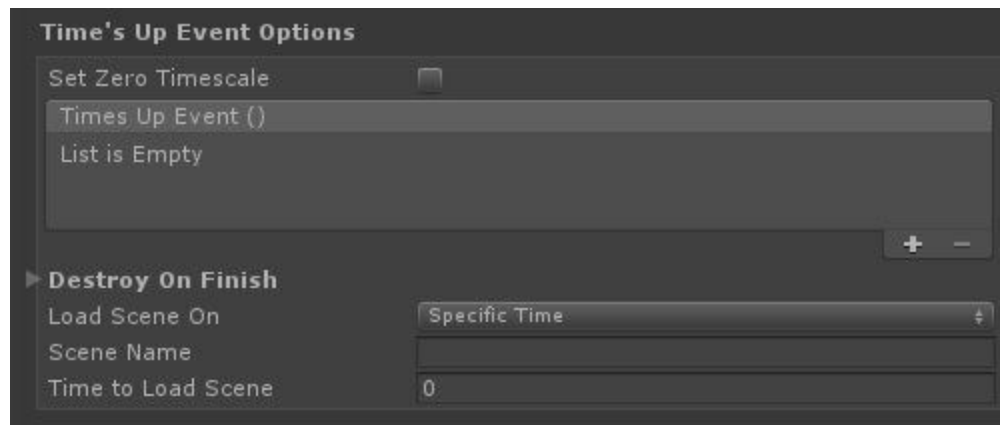
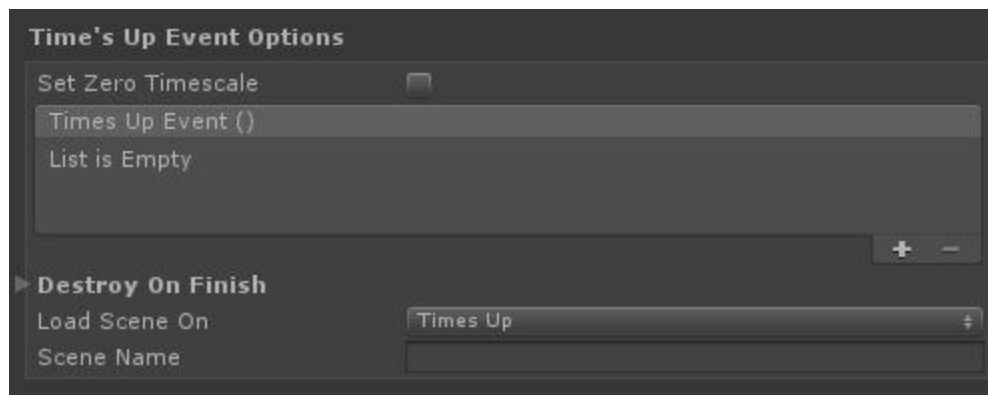
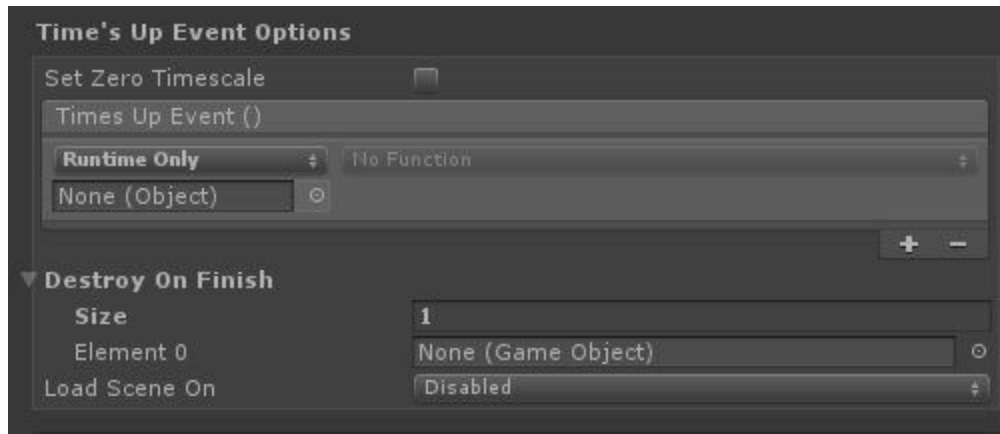
The screenshot shows the 'Timer Options' panel for a 'Count Up' timer. The 'Timer State' is 'Disabled' and 'Timer Type' is 'Count Up'. The 'Set Start Time For Count Up' checkbox is checked. The 'Start Time' and 'Finish Time' are both set to '0'. The 'Timer Speed' is '1'.

The screenshot shows the 'Timer Options' panel for a 'Count Up Infinite' timer. The 'Timer State' is 'Disabled' and 'Timer Type' is 'Count Up Infinite'. The 'Start Time' is set to '0'. The 'Timer Speed' is '1'. The 'Use System Time' checkbox is unchecked.

| Property                    | Function  |
|-----------------------------|---|
| Timer State                 | Toggle between either a counting or disabled state.   |
| Timer Type                  | Count up, count down, or count up infinite.   |
| Set Start Time For Count Up | Allows the timer to start at a specific time when the timer is set to count up.                               |
| Start Time                  | Time to start the timer at when counting up and set start time for count up is enabled or when counting down. |
| Finish Time                 | Time to stop the timer at when the timer is set to count up.  |
| Timer Speed                 | Timer speed multiplier allows the timer to run at an increased or decreased speed.                            |
| Use System Time             | Timer will run as a clock and output system time.   |

### Timer Prefab - Time's Up Event Options

When the timer is counting up or counting down and reaches it's ending time, a UnityEvent is triggered. This event allows you to configure a timer to trigger any action on other objects or components in your scene – the available options will be different depending on which Load Scene On type is selected.



| Property           | Function   |
|--------------------|--|
| Set Zero Timescale | Sets Time.timescale to 0, essentially pausing the game.  |
| Time's Up Event    | A standard UnityEvent that can be configured from the inspector to trigger useful actions when time is up. |
| Destroy On Finish  | Assign game objects to this array to have them destroyed when time's up.                                   |
| Load Scene On      | Assign a scene name by string that will be loaded at a specific time                                       |

|  |   |
|--|---|
|  | or when time's up – this scene must be added to the build settings. |
|--|---|

### Timer Prefab - UI Text Output

The Timer component can output its current time as a formatted string to a default UI Text or Text Mesh Pro UGUI component – the available formatting options will be different depending on configured options.



| Property                  | Function   |
|---------------------------|--|
| <b>Text Type</b>          | Assign a default Unity UI Text or Text Mesh Pro UGUI component.                              |
| <b>Timer Text Default</b> | Assign a default UI Text component for the timer to output a formatted string to.            |
| <b>Timer Text TMPUGUI</b> | Assign a Text Mesh Pro UGUI UI Text component for the timer to output a formatted string to. |
| <b>Timer Format</b>       | Toggle on or off specific time value fields in the output string.                            |
| <b>Leading Zero</b>       | Toggle on or off the leading zero on specific time value fields in the output string.        |