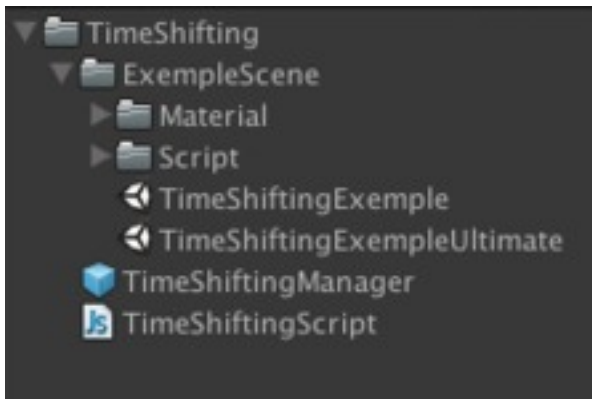


# TimeShifting Documentation

## I. Introduction



The package contain:

- TimeShiftingScript
- TimeshiftingManager ( prefab ready to use )
- Two exemple scene:
  - First is basic exemple scene.
  - Second is extreme exemple scene with 40 secondes available and 1500 objects.

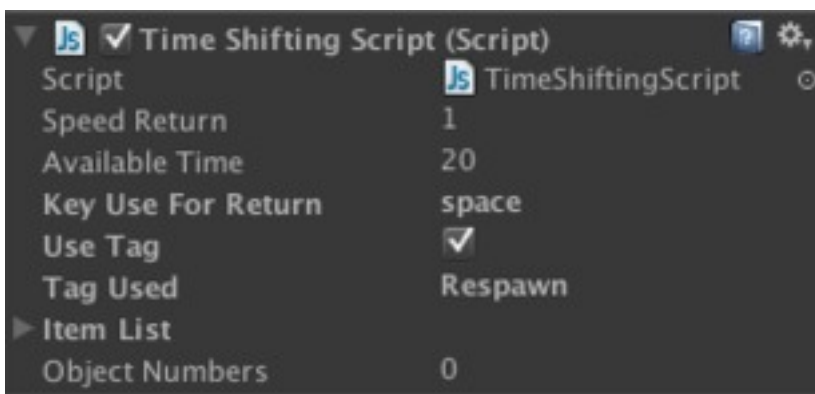
With this package you can back in time.(like «Prince of persia the sand of time» Ubisoft game)

backup through the time many gameobject attributes.

- Position and rotation.
- Is active or inactive state of game object.
- If there is a rigidbody , this tool save velocity and «is kinematic».
- You can save 3 int through the time like bonus , life or score.
- You can choose how many time is available.
- You can choose the speed of return.

## II. How to use

To use this tool you just need to put the prefab on your scene and choose how you want use it.



Speed Return (int): set the speed you want use when the returns in time is activate

Available time(float): set the duration you can return in time in seconde.

Key use for return (string): set the key you want use for activate return in time.

Use tag(bool): activate if you want apply TimeShifting on gameobject with a specific tag

Tag Used (string): if «Use Tag» is activate , all object with this tag use TimeShifting.

Item List ( arrays of object): if «Use tag» is activate, after play the scene you can see all gameobject who is affected by TimeShifting.

if «Use tag» is desactivate, you can add all objects you want use TimeShifting in this arrays.

Object Numbers (int): you can see how many object is affected by TimeShifting.

## Warning:

All objects affected with TimeShifting should not be destroy (use enable/disable instead).  
The plugin save IsKinematic and IsActive attributes , you can enable/disable it on your gameobject and the state is saved.

If «Use Tag» is desactivate, don't let a case of the «Item List» arrays empty

## III. Basic Function

To get or set value from another script.allows you to change or read value of 3 int for save your life score or bonus through the time.

default :

Life = 100

Score & Bonus = 0

GET value:

YourVAR(int) = TimeShiftingScript.Life

YourVAR(int) = TimeShiftingScript.Score

YourVAR(int) = TimeShiftingScript.Bonus

SET value:

TimeShiftingScript.Life = YourVAR (int)

TimeShiftingScript.Score = YourVAR (int)

TimeShiftingScript.Bonus = YourVAR (int)

GET only :

TimeShiftingScript.TimeUsable get the time in seconde you can use TimeShifting.

TimeShiftingScript.TimeUsed get the time in seconde you used time TimeShifting

If you need more information contact :

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