

# Normal Countdown Documentation

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## About Normal Countdown

This script was made to quickly and easily fit into any project as well as to be used by anyone at any skill level.

This is achieved by the use of UnityEvents (A method to call code via GUI), this is the same system the base UI button use for on click.

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## Using Normal Countdown

Using normal countdown is very simple,

1. Add Normal Countdown to an Game Object
2. Click "Setup Countdown"
3. (Optional) Change the art and font to make countdown more polished

A video tutorial and a more in-depth written tutorial can be found at (<https://www.taylormadecode.com/docs/tmc-normal-countdown>)

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## Technical details

### Requirements

- Normal Countdown is compatible with unity Versions:
  - 2020.3 and later

### Known limitations

- Normal Countdown Version 1.0.0 includes the following issues :
  - Can only support Unity Text Gui and not TextMeshPro Text

### Package Content

File Directory	Description
Art/Sprites/Clock.png	Art used in the product photos
Demo/Demo Scene.unity	Unity Scene to demonstrate the use of the Normal Countdown Script
Documentation/Documentation.pdf	Contains information about the Asset (About the Script, How to use the script, Requirements, Known limitations and technical documentation)
Scripts/TMC_Normal_Countdown.cs	File that contains all the code for the countdown

## Functions

Class is called TMC\_Normal\_Countdown and inherits from TMC\_Monobehaviour (TMC\_Monobehaviour supports the when to start and custom GUI)

- Functions**

Scope	Return Value	Name	Parameters	Description
public	void	StartFunction	-----	Code needed to start the script (This function is used for the automatic start on Awake, start, enable and disable)
public	void	SetupScript	-----	Override function declared in TMC_Monobehaviour use to ensure all TMC scripts have easy setup capabilities
public	void	RemoveScript	-----	Override function declared in TMC_Monobehaviour used to ensure all TMC scripts have easy remove capabilities
private	void	Update	-----	Update loop called by unity
public	void	StartCountdown	-----	Resets then starts the countdown
public	void	PauseCountdown	-----	Stops the countdown from running
private	void	ResetCountdown	-----	Resets the script to allow the countdown to run again

- Variables**

Scope	namespace	Data Type	Name	Description
public	TaylorMadeCode	ScriptOptionData	GraphicalSettings	Used in the creation of the custom GUI to control data around all visual elements
public	TaylorMadeCode	ScriptOptionData	CountDownSettings	Used in the creation of the custom GUI to control data about the count down (What number to start at, what to end at ect.)
public	UnityEngine.UI	Text	Text	The text component that is used on screen

Scope	namespace	Data Type	Name	Description
public	UnityEngine.UI	Image	background	The image component that is the background image for the countdown
public	System	int	StartAt	The number that the countdown starts at
public	System	int	FinishAt	The number that the countdown Finishes at
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private	UnityEngine	GameObject	TextObj	The gameObject that Text is attached to
private	UnityEngine	GameObject	backgroundObj	The gameObject that the background is attached to
private	System	int	ToDisplay	The number that is currently being shown as text
private	System	float	timer	Timer that keeps track how long is passed
private	System	bool	CountDownStarted	This bool is used to check if the countdown should be running

## Document Revision History

Date	Reason
18/12/2021	Initial Creation