Circular Timer

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Welcome to the Circular Timer.
In this document you will learn how to use the Circular Timer.
A walkthrough video of this asset can be found at: https://youtu.be/Ik966H4aSjg

Select Circular Timer prefab

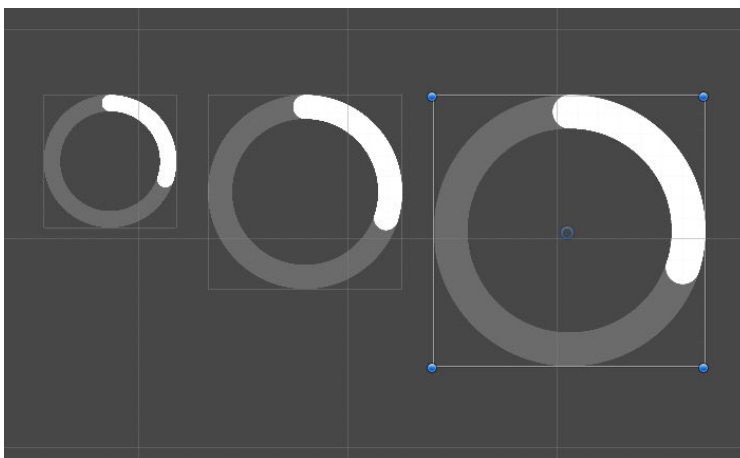Circular Timer has two different type prefabs.
Left image is "CircularTimerThin" prefab and Right image is "CircularTimerThick" prefab.
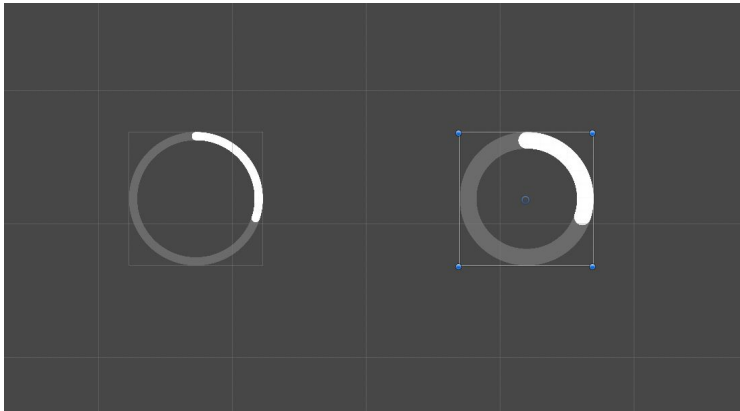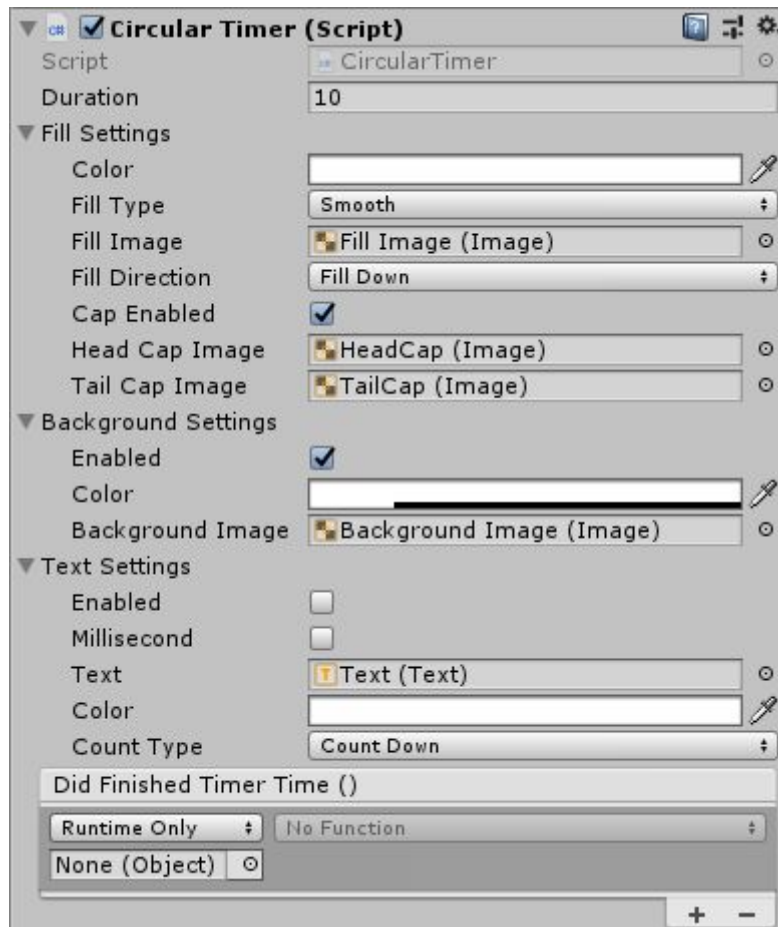

Change Size

You can change timer size by Rect tool.
Circular timer can not be the ellipse.

Inspector

The Circular Timer is made up of three sprites and one text object childed under a Circular Timer object.

The Circular Timer parent object contains the script that controls nearly everything about how our timer looks and works. Left talk about what each field does.

- Duration: How long should the timer run for? Must be entered in seconds.
- Fill Settings
  - Color: Color of the Fill sprite.
  - Fill Type: This option has two different option. Smooth and Thick.
  - Fill Direction: By default images fill up clockwise and fill down counterclockwise.
  - Cap Enabled: You can change circle cap style.
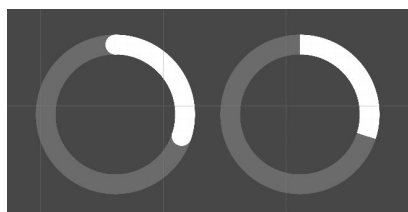
- Background Settings
  - Enabled: Show or hide the sprite
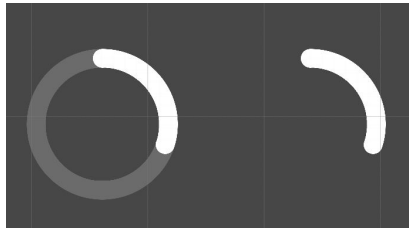
  - Color: Color of the background sprite

- Text Settings
  - Enabled: Show or hide text.
  - Milliseconds: Show or hide milliseconds.
  - Color: Color of the text.
  - Count type: Should the text start from 0 and count up to the duration, or start at the duration and count down to 0.

Timer End Event

First, you should create function for after finished the Timer.

```
public void DidFinishedTimer()
{

}
```

In the left field, drag in the object which contains the script you want to call a function from. In the example to the right I dragged in the Timer object this script is attached to.

Click on the dropdown to the right to pick a function.
Choose the component you want, in our case GameManager, the choose the function.