Demo

Import asset and run MainScene for features demonstration.

How it works?

Timeline script operates events. After start it compares expired time with every event's time trigger. When event occurs Timeline calls SendMessage to related GameObjects:
  – Event object (must contain TimelineEvent C# script)
  – Event icon (used for event indication on timeline)
  – Main control object (is notified about all events)
To operate triggers objects must have due handlers (functions):
  – TimelineEventStart is called when event starts
  – TimelineEventEnd is called when event ends
  – TimelineTimeoutOccur is called when timer finishes counting

Example:
```
public class Fireplace : MonoBehaviour
{
  private void TimelineEventStart()
  {
    StartFire();
  }

  private void TimelineEventEnd()
  {
    StopFire();
  }
}
```
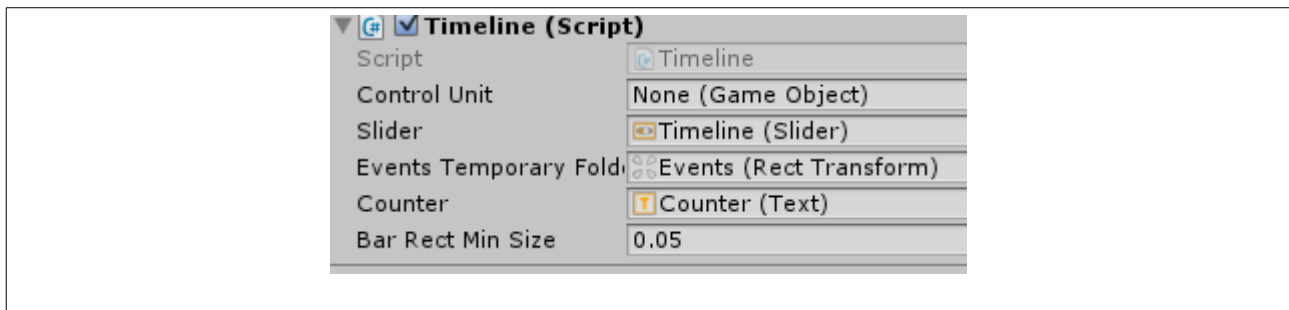
TimelineEvent Script
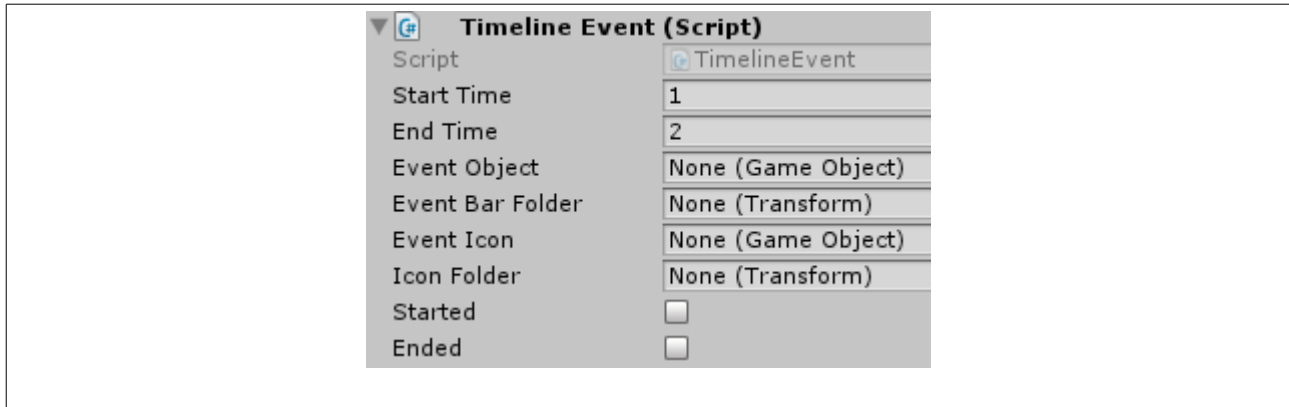
TimelineEvent must be attached to every object that want to be triggered by timeline. It has parameters:

1) startTime – event start time relative timer's start;
2) endTime – event end time relative timer's end;
3) eventObject – it will be notified about event start and event end;
4) eventBarFolder – folder in timeline that defines placement for GUI rectangle between event start and event end;
5) eventIcon – visual display for event. Also it will be notified about event start and event end;
6) iconFolder - folder in timeline that defines placement for event's icon;
7) started – signify if event was started;
8) ended – signify if event was ended.

Timeline Script

Timeline script is a part of timeline's prefab. It controls Slider position depending on expired time and operates events triggers conditions. It has parameters:

1) controlUnit – it will be notified about all events (including TimelineTimeoutOccur);
2) timeline – GUI slider;
3) eventsTemporaryFolder – on timer start all events will be cloned to this folder and will be used in script's operating;
4) counter – GUI Text for remaining time display;
5) barRectMinSize – minimal size for GUI rectangles in timeline (in parts of timeline rectagle). For example if event has start time equal to end time – this minimal rectangle size will be displayed on timeline's GUI.

How to start timer?

1) Place "Timeline" prefab on Scene;
2) Configure it on your choise: add additional bars folders and icons folders if you need it, set link to control unit;
3) Create GameObject and attach TimelineEvent script to it (or use "Event" prefab);
4) Create icon for event;
5) Configure TimelineEvent: set start and end time, link GameObject that will be handle triggers if you need it, link folder for rectangles position, link icon and folder for his position.
6) Repeat steps 3..5 for all events you want to have on timeline;
7) From script call Timeline.StartTimer() and pass as parameters:
   ○ timeout – maximum time in seconds for timer;
   ○ eventsList – link to all events yor created.