



# EDITOR TIMERS

In-Editor Task & Deadline Timers  
V1.0

## USER GUIDE

Developed by

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# Welcome

Have you ever wanted to dedicate yourself to getting tasks done within a specific time frame? Perhaps you then opened a Google Timer in a webpage and kept it off to the side. That's fine, but it would be even better if that timer could be right in your Unity Editor.

Or when you're participating in a game jam, you might frequently refresh the jam webpage to see how many hours remain before the deadline. If you are getting really into your game development you might not even realize you're running out of time and miss the deadline completely!

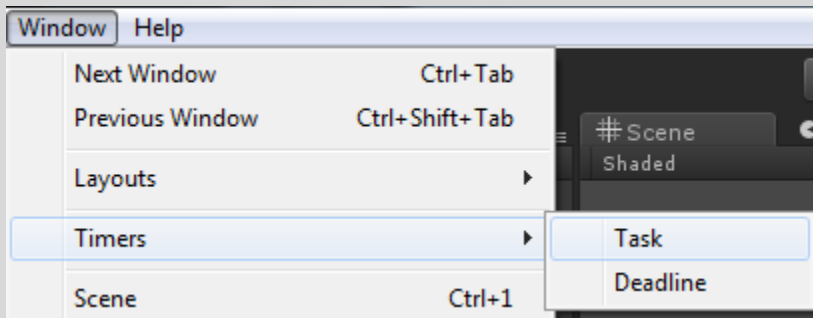
Editor Timer will solve both of these problems! With Task Timers you can quickly and easily setup short timers to keep yourself productive right in the Editor. Also you can setup Deadline Timers to exactly match how long you have until your deadline for a game jam, release date, milestone goal, or anything else.

I'm glad you've decided to use Editor Timers in your editor and I hope that it serves you well. If you have any problems, suggestion, concerns or even just feedback please feel free to connect us at [fishagon@yahoo.com](mailto:fishagon@yahoo.com) so that we may support you as much as we can.

Editor Timers supports Unity 5.0+.

Thank you for using *Editor Timers*!

# Using Editor Timers in Your Project



Use of this asset has been made as simplified and user-friendly as possible! To get started all you need to do is go to “Windows -> Timers” and then pick which Timer you would need.

The **Task Timer** is good for small (24 hours and under) increments of times to countdown. If you wanted to get a task done within the next 2 hours, you would simply change “Hours” to 2 and “Minutes” to 0 and then hit “Start Timer. Which will then start a 2-hour timer.

Once the timer has started you’re giving several controls of which you can use to manipulate the timer.

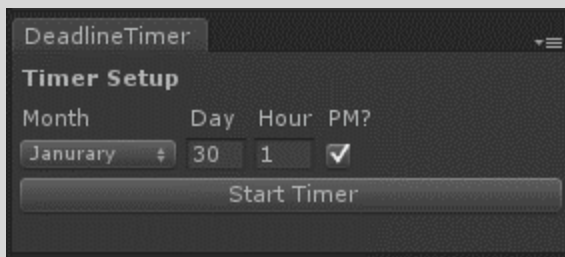
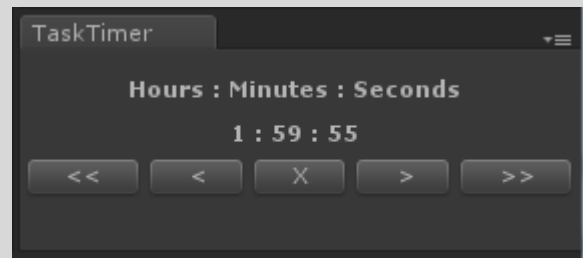
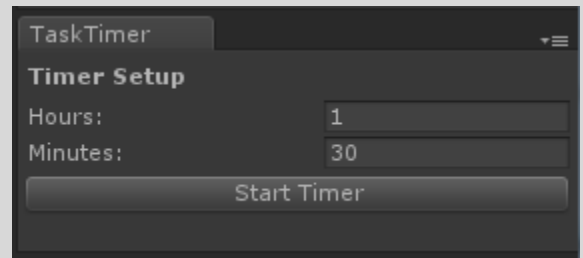
<< - Removes an hour from the timer.

< - Removes half an hour from the timer.

X - Ends the timer.

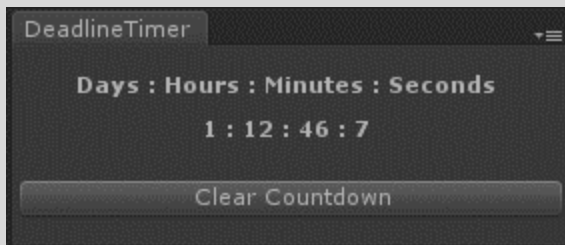
> - Adds half an hour to the timer.

>> - Add an hour to the timer.



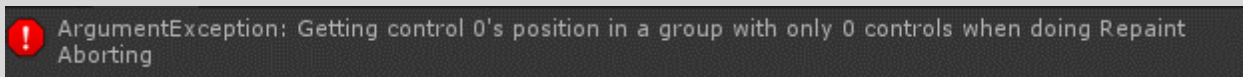
The **Deadline Timer** is good for any upcoming deadlines you would like to meet with your project. Including Game Jam Submission times, milestone goals, etc.

Set the Month and Day of your deadline, then enter the hour in the 12-hour-clock format. If your deadline hour is PM, check the “PM?” box. If your deadline hour is AM, make sure the “PM?” box is unchecked.



Once your timer is setup click the “Start Timer” button and you will be presented with the following timer. “Clear Countdown” will clear the timer and bring you back to the setup window.

When you close Unity while a Timer is still in-progress it will save the information, and resume the timer once you’ve reopened Unity. It will present the following Error; however, it is a harmless error that can be safely ignored/cleared.



## Thanks Again

Again, I cannot thank you enough for purchasing [Editor Timers](#). I hope you will enjoy this asset! I will continue developing this asset as long as there are features people request for it.

If you have ANY request please send them to [support@fishagon.com](mailto:support@fishagon.com) and I will see about implementing them as soon as I can, no request is too small.