



Countdown timer with speed of counting settings.

https://www.youtube.com/watch?v=fPg_zJ-nnIA

Create an UI text element and call it Countdown timer. Give it this script :

```
// Countdown timer with speed settings //////////  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.UI;
```

```
public class Countdown : MonoBehaviour  
{  
    public float CountdownTime;  
    public float Countsetting = 1f;  
    public bool RunFaster = false;  
    public Text time;  
  
    void Start()  
    {  
        time = GetComponent<Text>();  
    }  
    void Update()  
    {  
        Countsetting -= Time.deltaTime;  
        if(Countsetting <= 0 && CountdownTime >0)  
        {  
            CountdownTime -= 1;  
            if (RunFaster == false)  
            {  
                Countsetting = 1f;  
            }  
            if (RunFaster == true)  
            {  
                Countsetting = 0.5f;  
            }  
        }  
        time.text = CountdownTime.ToString("00");  
    }  
}
```

Set the start time in the inspectors view. When the bool runfaster is true it takes 1 of the counter each 1 second, If not it will take 1 of the counter each half second. You can use different speeds and in stead of a Bool variable you could use an int with different speed setting numbers. Drag the UI text to the inspector's view.

