Using the Stopwatch object

• Import the stopwatch object. It will come in as a 3D Text “0”. You can move this text wherever you would like in your world.

• There are three methods you can use for this timer:
  ▪ **reset** – This will set the stopwatch back to 0 whenever it is called
  ▪ **start** – Use this anywhere in your code to start the stopwatch
  ▪ **pause** – Use this to pause your stopwatch. Call the start method again to start back where you left off.

• There is also an event that come with the object. Ignore it, it is essential for the stopwatch to work, and does not require editing.

• You can access the current time by checking the `currentTime` variable.

• Any ‘ask the user for input’ functions will suspend the world until an answer is received, so the timer will not keep going in those cases.
Sample Code

// First we reset so we make sure it's set to 0
stopwatch.reset

// Put any setup code here

// At this point the timer has started
stopwatch.start

// Any code here will occur while the timer is paused

if (stopwatch.currentTime < 10) {
  // This is a simple If/Else checking if the watch ran for less than 10 seconds
} else {
  // Do Nothing
}