11/9/23, 12:47 AM MIT app.png

```
when Clock2 .Timer
do
                    TimerEnabled • to false •
    set Clock2 *
                                  Enabled •
               BluetoothClient1 *
     then
           🔯 if
                      call BluetoothClient1 .Connect
                                             address
                                                        get global savedDeviceAddress
                                                  " Connected
           then
                  set BT Button *
                                    Text ▼
                                             to
                                                  " Not Connected
           else
                  set BT Button •
                                    Text ▼ to (
                                                                           Cannot connect to
                  call Notifier1 . ShowMessageDialog
                                                        🔯 join 🖡
                                            message
                                                                   get global savedDeviceAddress
                                                 title
                                                                               ERROR
                                           buttonText
                                                          Cancel
     else
           call Notifier1 . ShowMessageDialog
                                                              Bluetooth is turned off<br>
                                      message
                                                  🧔 join
                                                              Auto-connect aborted<br>
                                           title
                                                  " ERROR "
                                     buttonText
                                                   Cancel
```