

Countdown-Alert
Version 1.10
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Introduction

Countdown alert is a general-purpose timer utility, created using C++ and SFML. The program at present has two functional modes, as well as several configurable features new to version 1.1.

Usage

Countdown-Alert consists of two programs, Countdown, the actual timer utility itself, and Alert, a small console program for configuring various settings. Countdown can be found under the Countdown folder after unpacking the zip file on your computer. The program is functional on it own, and its settings can be edited in the CountdownArguments.cfg file found in the same folder.

The program sets its initial time setting from the value of the second line of the config file, ie,

```
//File_Parse generated file created on 210214
12
Timer
ElapsedTimer.ogg
Alarm10.ogg
CYAN
```

Where 12 is the timer length in seconds, Timer is the current mode (Timer or Alarm), ElapsedTimer.ogg is the sound file to be played when in timer mode, Alarm10.ogg is the file to be played for the wake-up alarm mode, and CYAN is the colour of the UI.

Unfortunately, the number of seconds as mentioned above is listed in total number of seconds, instead of the more common hh:mm:ss format that most people think in. To compensate for this, and make the program a bit more polished, I have included a program for easily starting the timer, and configuring settings for the Countdown without any need to edit the cfg file.

Alert is a fairly simple program to use, built on the Cmd-- framework which I also develop on Github. The program contains a main menu, as well as one each for the Alarm & Timer modes, respectively. To navigate the Cmd-- framework, simply enter "h" for a list of commands, then enter the identifier of wherever you would like to go. For example, if you want to start a Timer, enter "Timer" to go to the Timer sub-menu, enter "Set" to set the timer, then punch in the length of time that you want the countdown to run for, and hit enter. Cmd-- commands are case-insensitive, so any valid command that is spelled properly will be executed regardless of which way the user types it in.

While in the alarm or timer menus, entering “sound” will allow you to set the audio file to be played for that program mode when the clock hits zero. The files themselves must be located in the Countdown/Audio folder, and must be typed in with the ogg file extension. (ie MyFile.ogg) The program currently only supports the ogg filetype through sfml, a common filetype supported by most multimedia players. If you have a different filetype that you wish to convert to ogg, I highly recommend the Audacity audio editor program as one useful piece of free software that supports the ogg filetype.

In the main menu, the commands “Colour” and “Time” are also available. Time prints the current time and date to the console. Colour asks the user to set the colour for the Countdown UI. The options for colour are blue, cyan, magenta, red, yellow, green, and blue. More could possibly be added in a future release, but for the moment, these are the easiest and most resource efficient settings for me to implement.

And that pretty much covers the utility. If you have any suggestions, bug reports, or general thoughts on the project, you can get in contact with me on the Github project page at

[Countdown-Alert on Github](#)

or email me at

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License

The Countdown-Alert project is free and open-source. You may use this for any purpose you like, provided that you do not attempt to sell it in any way. I take no responsibility for any damages incurred in the use of this software, although the likelihood of that happening is pretty low.

Please do not redistribute this software on an external site without first getting my permission. The reasons for this are to avoid having outdated packages floating around the internet. Instead, just post a link to the releases page on Github, here:

[Countdown-Alert: Releases](#)

Development Log

v1.00

- First stable release of Countdown-Alert on Github

v1.10

- Fixed bugs in the Countdown UI, and unnecessary console readback
- Implemented custom Countdown UI colour, customizable timer sounds, hh:mm:ss input
- Wrote the first draft of the documentation (no kidding)

v1.20 (planned)

- Linux Support. Only need to change one line of code, but I still need to learn how to compile on linux. Should happen in the fairly near future.
- Standalone Countdown program with the current Alert functions executed completely in one program for a much nicer setup.