

## CountTimer - Version 1.0 - last revised 05/07/2000

If you want to contact me, my name is Benjamin J. Schneider (Ben) and my email is schneidb@ohio.edu. Feel free to drop me a post to let me know if you've improved on the class so I can incorporate your changes into the class that will be posted on my website. Also, let me know of any ideas you may have that should be incorporated that you may not know how to do. Whatever, feel free to contact me period. ; )

## CountTimer - What is it?

This class is a subset of the timer class and can be used to make counters that count up or down for audio related projects.

**NOTE: Nothing is commented. This ReadMe file is the documentation. I know that many of you veteran programmers will find this irresponsible. I prefer conceptual documentation over "I did this to accomplish this..."**

### Instructions:

**(Function) - Countdown(CurPos as Integer, MaxPos as Integer) as String** - Let's say you're using the MediaPlayer control. Get the Max position by moving the movieplayer to the end of the movie, then pass the current position of the movie as CurPos and the Maximum position of the movie as MaxPos and this will function will return the remaining time left in the movie as a string.

**(Function) - CountUp(CurPos as Integer) as String** - Let's say you're using the MediaPlayer control. Pass the current position of the movie as CurPos and this function will return the current position of the movie in hours minutes and seconds as a string.

Enjoy,

Ben