hi that is absolutely great thank you very much, would you be able to make that exact html into a mac & windows application please ?  
into a start\_mac.command & start.command for windows  
  
when the new sound is added can you make it so the sound has to finish then the timer begins as right now the timer starts when it sound first is played ( i have a 30 sec mp3 file to play before timer - 20 secs, feet, weapons, go then timer starts  
  
Also is it possible add to the "Start" - Where it Displays the Words - 20 secs then Feet, Weapons & Go then shows the timer beginning from 10/15 mins ( as i will screen grab this for the external displays to the 2 monitors that are on the field) This is also so when it is showing this on the monitors to players they can see it says "20 Secs" (20 sec wait) then Feet (3 Sec wait) then Weapons (3 sec wait) then Go (Timer Begins)  
  
where it says Quiz show can we change that to NSL BUZZER SYSTEM

also could you add a 30 sec timer option too please  
  
is it possible to add 4 buttons aswell just for sound buttons - for mp3 files to be played when pressed only

Button Names:  
Zone 1  
Zone 2  
Zone 3  
Flag Hang 1v1  
1v1

\*5 sound buttons along the bottom  
  
i will share a google drive link below and add files  
currently one file inside showing feet weapons go screen timer example

ive added below the design of what i would like the Mac & Windows Application to look like please,  
  
ive added the sounds on the right side that will need assigning  
ive also added in game 1 time & game 2 time - this is for when i am running 2 simultanous games ( can you program it to remember game 1 time after resetting and game 2 ( or instead can you add an option for game 1 & game 2 so they can be easily switched and the timer can be remembered  
  
e.g.  
-Game 1 starts, gets to 8:50 and stops then  
-button pressed for game 2 to switch over then game 2 can start, it gets to 9:10 then stops  
-Game 1 Switched over and starts from 8:50  
- game 2 switched over starts from 9:10  
if you understand what i mean - maybe adding in a continue round button too next to start match