

# iOS Countdown Timer Extension

## Introduction

Show countdown timer for temporal ads.

## Parameters

Name	Constant	Type	Description	Required	Default Value
extension.countdown.display	FW_PARAMETER_COUNTDOWN_TIMER_DISPLAY	Boolean	Whether to turn on countdown timer.	No	false
extension.countdown.refreshInterval	FW_PARAMETER_COUNTDOWN_TIMER_REFRESH_INTERVAL	int	Refresh interval of countdown timer, in milliseconds.	No	500
extension.countdown.updateCallback	FW_PARAMETER_COUNTDOWN_TIMER_UPDATE_CALLBACK	String		No	updateTimer
extension.countdown.position	FW_PARAMETER_COUNTDOWN_TIMER_POSITION	String		No	bottom
extension.countdown.alpha	FW_PARAMETER_COUNTDOWN_TIMER_ALPHA	Float		No	1
extension.countdown.height	FW_PARAMETER_COUNTDOWN_TIMER_HEIGHT	int		No	20
extension.countdown.width	FW_PARAMETER_COUNTDOWN_TIMER_WIDTH	int		No	0
extension.countdown.textSize	FW_PARAMETER_COUNTDOWN_TIMER_TEXT_SIZE	String		No	medium
extension.countdown.bgColor	FW_PARAMETER_COUNTDOWN_TIMER_BG_COLOR	int		No	0x4a4a4a
extension.countdown.fontColor	FW_PARAMETER_COUNTDOWN_TIMER_FONT_COLOR	int		No	0xffffffff
extension.countdown.textFont	FW_PARAMETER_COUNTDOWN_TIMER_TEXT_FONT	String		No	Arial

extension.countdown.html	FW_PARAMETER_COUNTDOWN_TIMER_HTML	String		No	<pre>&lt;!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01// 'http://www.w3.org/TR/html4/strict.dtd'&gt; \ &lt;html&gt;&lt;head&gt;&lt;script type='text/javascript'&gt; \ function updateTimer(playheadTime, duration) {   if(duration &lt;= 0    playheadTime &lt; 0    durat &lt; playheadTime){ \   document.getElementById('timer').innerHTML = 'The Content Will Resume Shortly'; \   return; \ } \ var timeRemain = (duration - playheadTime) * 1000; \ var hourTime = 3600000; \ var minuteTime = 60000; \ var secondTime = 1000; \ var minute = Math.floor(timeRemain % hourTime minuteTime); \ if(('' +minute).length == 1) minute = '0' + minute; \ var second = Math.floor(timeRemain % hourTime minuteTime / secondTime); \ if(('' + second).length == 1) second = '0' + second; \ document.getElementById('timer').innerHTML = Remaining Time: ' + minute + ':' + second; \ } \ &lt;/script&gt;&lt;/head&gt; \ &lt;body style='padding:0; margin:0'&gt; \ &lt;div id='timer' style='font-size:#{extension.countdown.textSiz font-family:#{extension.countdown.textFont}; color:#{extension.countdown.fontColor}';&gt;&lt;/div&gt; &lt;/body&gt;&lt;/html&gt;</pre>
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