

COMP1022Q
Introduction to Computing with Excel VBA

Using Timer

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Outcomes

- After completing this presentation, you are expected to be able to:
 1. Use the VBA Timer function
 2. Create countdown timers using VBA

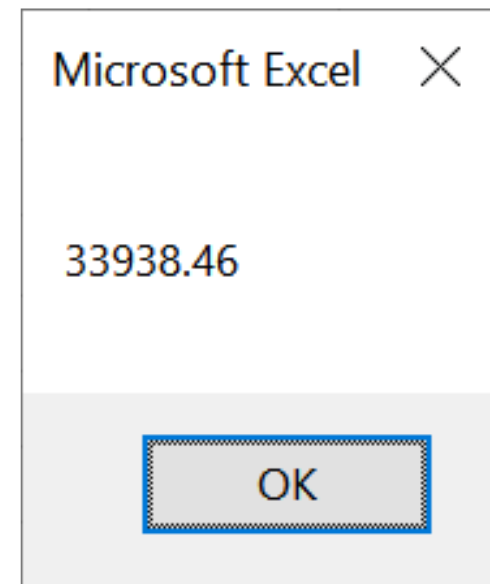
Using Timer

- Timer is a VBA function that returns the time of the day as number of seconds since midnight

- Here is an example:

`MsgBox Timer`

- The value can be useful if you want to make programs that work with time




*Showing the time value
around 9:25am*

Making a 3-second Timer

- You can easily make a countdown timer of three seconds in a macro using a combination of a loop and the `Timer` function
- First, you remember the time that you run the Countdown macro, like this:

```
Sub Countdown()  
    Dim Start As Single  
    Start = Timer  
    ...  
End Sub
```

*The variable
stores the time
when the macro
starts*



Using a Do While Loop

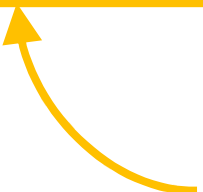
- A Do While loop can then keep on running until 3 seconds have passed, i.e.:

Do

Now = Timer

Loop While Now < Start + 3

- After the loop finishes, you can then show a message, e.g.:



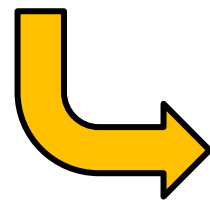
This is True when the current time is within 3 seconds after the start time of the macro

MsgBox "Wake up! Wake up! Wake up!"

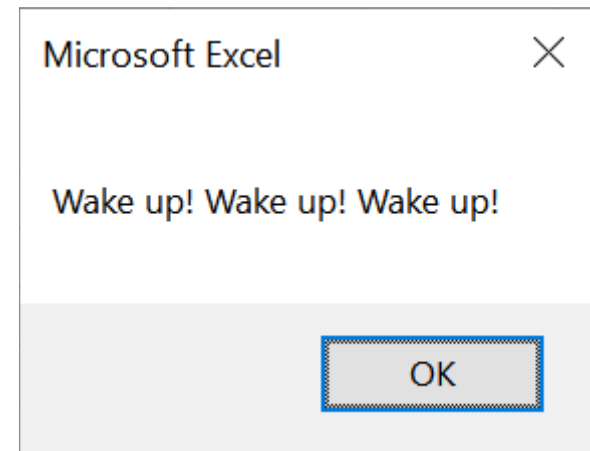
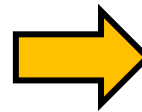
Running the Countdown Timer

	A	B	C	D	E
1	Example of a 3-second Countdown Timer				
2	<i>This example makes a 3-second countdown timer</i>				
3					
4	<i>Press Ctrl-r to run the subroutine</i>				

*Pressing Ctrl-r
to run the macro*




*3 seconds
later...*



Showing the Time

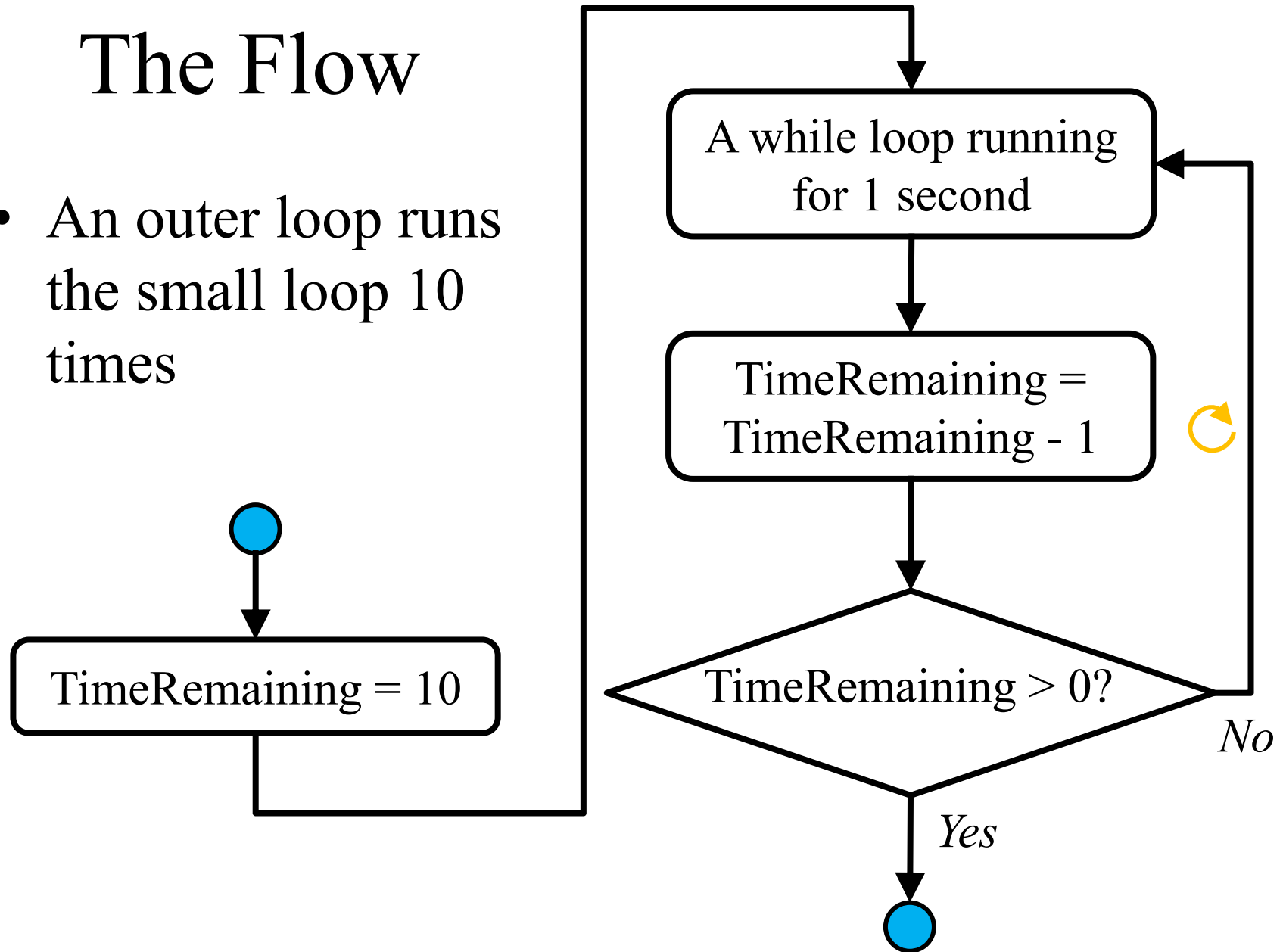


- It would be nice for the countdown timer to show the remaining time
- Let's make a 10-second timer with a remaining second display
- Rather than a 3-second while loop, we will use a 'shorter' 1-second loop, as shown below, and then run the loop 10 times, i.e.:

*Run for
1 second*  [Do
 Now = Timer
Loop While Now < Start + 1

The Flow

- An outer loop runs the small loop 10 times



Time Remaining:

10

The Countdown Code

*Run for
10 sec.*

```
TimeRemaining = 10
```

```
Do
```

```
Range("B4").Value = TimeRemaining
```

*Show the remaining
time in cell B4*

```
Start = Timer
```

```
Do
```

```
Now = Timer
```

```
Loop While Now < Start + 1
```

```
TimeRemaining = TimeRemaining - 1
```

*Decrease the
remaining time by 1*

```
Loop While TimeRemaining > 0
```

```
Range("B4").Value = 0
```

```
MsgBox "Time's up!"
```

Using DoEvents

- If you run the countdown timer, you will find that the Excel program appears not responsive
- Sometimes, cell B4 may not even get updated correctly
- This is because VBA is too busy running the loop so that it has no time to do anything else
- To make sure Excel has time to do some other things, you can use the `DoEvents` command

Using DoEvents in the Countdown

- For example, you can use `DoEvents` inside the inner loop:


```
Do
```

```
    Now = Timer
```

```
    DoEvents
```

```
Loop While Now < Start + 1
```

With DoEvents, Excel can work on other things while VBA is busy running the loop

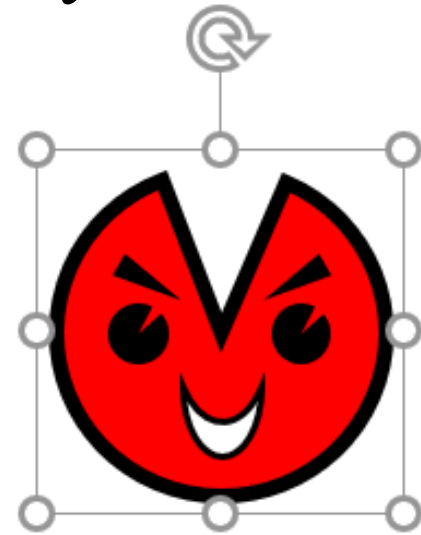


- The macro can now run and you can do other things with Excel at the same time

A Catching the Monster Game

- Using the countdown timer, a ‘Catching the Monster’ game can be created easily
- A monster is first drawn using simple Excel shapes
- When the shape is clicked, the following macro is run and a global variable Caught is set to True, i.e.:

```
Sub Catch()  
    Caught = True  
End Sub
```



*The variable
shows the monster
is caught or not*

Modifying the Countdown Loop

- Then every time the countdown loop runs, the monster is moved to a new location:

```
Monster.Left = Rnd() * 530 + 50
```

```
Monster.Top = Rnd() * 85 + 75
```


- The main loop condition is changed to include the monster status, i.e.:

```
Do
```

```
...
```

```
Loop While Not Caught And  
TimeRemaining > 0
```

*Run the loop while the
monster is not caught*



Game Over

- Based on the value of Caught, you can show an appropriate game message after the loop finishes

```
If Caught Then
```

```
    MsgBox "Hooray! You caught the monster!"
```

```
Else
```

```
    Range("D14").Value = 0
```

```
    MsgBox "Time's up! Game over!"
```

```
End If
```

