**Countdown Game Timer Version 2.3a  
Installation & Configuration**

**Installation:** Unzip the downloaded file, keeping the file structure intact. Gametimer will run, but will not play sounds inside a zip file or a compressed folder. You should end up with several files and a directory of sound files. You will need to keep the following:

* gametimer2.htm – the actual game timer
* buzz.js – a non-executable javaScript library to play the sounds
* sounds directory and its contents – the actual sound files played by gametimer2.htm

The documentation files and the original gametimer.htm (silent version) may be deleted.

Just copy the structure wherever you wish e.g. “my documents”. The gametimer2.htm file and the buzz.js file must be in the same directory or folder. The subdirectory named “sounds” contains the various .wav or .mp3 files must also be in the same directory. The documentation and the original gametimer.htm may be deleted to save space. Some browsers may complain about running scripts locally, and in this case it’s OK to say yes. You can turn off the browser warning permanently by changing the internet security settings.

**Defaults:** Most default values are specified in the first few lines (about lines 15 through 40 including many comments) of code. All of them are specified before line 70. They are set up for a demo, counting for only two minutes with a one minute warning. These need to be changed with your favorite text editor to something more reasonable. Chesapeake Curling Club counts up for 1 hour 50 minutes, with a 10 minute warning. Pittsburgh Curling Club counts down from 1 hour 50 minutes, also with a 10 minute warning.

If you prefer small or large seconds on the timer (play with it and see) that too is configurable as a default (defaultSmallSecs) and is changeable at run time. You can also set default values for font size to match the physical size of your monitor. Change the “showOtCounter” if you want to turn off or back on the second line (overtime) after the screen turns red.

**Sounds:** Sounds may be completely disabled by changing one value, the tryToPlaySound variable. The buzz.js library may be removed if you also remove line 7 (<script src="buzz.js"></script>). You can also leave sound in place and turn it off temporarily by modifying the defaultSoundOnOff variable. This allows for turning sound on or off at run time. Do you want to play the Surfaris “Wipeout” when the screen turns red? Or the drum solo from Iron Butterfly’s “In A Gada Da vida” while the screen is yellow? Go ahead! Install your favorite sound clips in the sounds directory and modify the default sounds from lines 48 through 63 (approximately).

**AutoStart:** By default gametimer starts with a configuration page, letting you change variables on the fly. After you’ve decided what you like, you can update the default values. But sometimes you want to run the gametimer from a cron or autorun facility, or simply just “double click and go” completely bypassing the configuration page. Just turn on the autoStart variable. You can also attempt to automatically close it with the autoClose variable.