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## Structure

# Alarm.CountdownDuration

An object that defines the durations used in an alarm that has a countdown.

iOS 26.0+ | iPadOS 26.0+

```
struct CountdownDuration
```

## Overview

Provide the countdown duration in seconds.

```
Alarm.CountdownDuration(preAlert: 10, postAlert: 10)
```

## Topics

### Creating a countdown duration

```
init(preAlert: TimeInterval?, postAlert: TimeInterval?)
```

Creates an instance of a countdown duration.

```
var postAlert: TimeInterval?
```

The duration applied after the alarm has alerted at least once and moves back to the countdown state.

```
var preAlert: TimeInterval?
```

The duration applied before the alarm fires.

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# Relationships

## Conforms To

Decodable  
Encodable  
Equatable  
Sendable  
SendableMetatype

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## See Also

### Defining a countdown duration

`var countdownDuration: Alarm.CountdownDuration?`

The time left before an alert, in seconds.

`var id: UUID`

The unique identifier of the alarm.

`enum State`

An enum that lists all possible states of an alarm.

`var state: Alarm.State`

The current state of the alarm.