Edit Timer Values

Decide Whether to Run Countdown Timer

Set Timer Value

Functions

setTimerValue();

Is transition “true?”

TRUE

FALSE

Set timer to:

workout[currentSettings.i].transition

Set timer to:

workout[currentSettings.i].poses[currentSettings.p].duration

Is timer active?

TRUE

FALSE

runCountdownTimer();

Do Nothing

runCountdownTimer();

Are there more poses in this exercise?

TRUE

p++

FALSE

[This exercise is done.]

Are there more exercises in this circuit?

TRUE

FALSE

[This circuit is done.]

p = 0

i++

Set transition to “true”

Are there more circuits in this workout? THIS CONDITION SHOULD NEVER BE TRUE, BECAUSE THIS FUNCTION SHOULD NOT HAVE BEEN CALLED.

FALSE

[The workout is done.]

Show/hide buttons

timerUI();

setInterval: 1 second

Decrement timer value.

timerUI();

Is timer value between 1 - 5?

TRUE

Is audio on AND transition “false?”

FALSE

[Timer is either 0, or greater than 5]

TRUE

Play “warning” sfx.

FALSE

Is timer value 0?

FALSE

[Timer is greater than 5]

End of this interval

TRUE

Is transition “true?”

TRUE

FALSE

Set transition to “false.”

timerUI();