

Adding A Timer (countdown)

Create a timer object

*The 'timer' variable will be referred to when controlling the timer object
DELAY: '1000' refers to the delay in milliseconds (1 per second)*

```
var timer:Timer = new Timer(1000);
```

If you wanted to you could also add a second number within the parenthesis – repeat count.

REPEAT COUNT: 5 (this would only let the timer count down to 15 in our example below (we will use a different method to stop the timer...))

```
var timer: Timer = new Timer(1000, 5);
```

Add the eventListener that controls the 'timer' PLUS a function 'onTimer'

```
timer.addEventListener(TimerEvent.TIMER, onTimer);
```

Run the timer

```
timer.start();
```

Create a variable to store the number to be placed into the display

```
var i = 20;
```

Display this number in instance 'countDown' (dynamic text box) placed on stage

```
countDown.text = i;
```

Decrement the count with this function and refresh the display using the countdown.text = i

```
function onTimer(evt:TimerEvent):void{  
    i--;  
    countDown.text = i;  
}
```

Trigger actions based on what 'time' is on timer

This is where you would add a 'game over' screen or similar

Remove the timer when it hits zero using the 'removeEventListener' referring to the 'onTimer' function – otherwise it will start to go into negative numbers and continue ticking down

```
stage.addEventListener(Event.ENTER_FRAME, countdownZero);
function countdownZero(evt:Event):void{
    if (i==20){
        trace ("on your marks");
    }else if (i==10){
        trace ("almost over");
    }else if (i==0){
        trace ("game over");
        timer.removeEventListener(TimerEvent.TIMER, onTimer);
    }
}
```

You can also substitute the 'timer.stop();' if you want to keep the timer object but just stop the clock

Replace:

```
timer.removeEventListener(TimerEvent.TIMER, onTimer);
```

Use:

```
timer.stop();
```

Full Script:

```
var timer:Timer = new Timer(1000, 6);
timer.addEventListener(TimerEvent.TIMER, onTimer);
timer.start();
var i = 20;
countDown.text = i;
function onTimer(evt:TimerEvent):void{
    i--;
    countDown.text = i;
}

stage.addEventListener(Event.ENTER_FRAME, countdownZero);
function countdownZero(evt:Event):void{
    if (i==20){
        trace ("on your marks");
    }else if (i==10){
        trace ("almost over");
    }else if (i==0){
```

```
        trace ("game over");
        timer.removeEventListener(TimerEvent.TIMER, onTimer);
    }
}
```