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## **countdown\_flip 1.1** by Daniel Sadowski ([info@bitemedia.com](mailto:info@bitemedia.com))

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An all-vector, scaleable Flash 'countdown' movie. Counts down to a target date. Easily customizable: included with the FLA file is a SWF which loads an XML config file containing the settings. Change the target year, month & date values, number color, number background color, sound settings & animation style settings by changing the XML file. The target date's time-zone relative to GMT can also be adjusted.

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### **Included in the Zip file:**

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#### **Documentation:**

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**countdown\_flip\_readme.pdf**  
**countdown\_flip\_readme.rtf**  
**countdown\_flip\_readme.txt**

#### **Flash Files:**

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**countdown\_flip\_0days\_f8 fla** (Flash 8 file - displays hours, minutes, seconds)  
**countdown\_flip\_0days fla** (Flash CS3 file - displays hours, minutes, seconds)  
**countdown\_flip\_0days.swf** (SWF file)

**countdown\_flip\_2days\_f8 fla** (Flash 8 file - displays 2 days digits, hours, minutes, seconds)  
**countdown\_flip\_2days fla** (Flash CS3 file - displays 2 days digits, hours, minutes, seconds)  
**countdown\_flip\_2days.swf** (SWF file)

**countdown\_flip\_3days\_f8 fla** (Flash 8 file - displays 3 days digits, hours, minutes, seconds)  
**countdown\_flip\_3days fla** (Flash CS3 file - displays 3 days digits, hours, minutes, seconds)  
**countdown\_flip\_3days.swf** (SWF file)

**countdown\_flip\_4days\_f8 fla** (Flash 8 file - displays 4 days digits, hours, minutes, seconds)  
**countdown\_flip\_4days fla** (Flash CS3 file - displays 4 days digits, hours, minutes, seconds)  
**countdown\_flip\_4days.swf** (SWF file)

**countdown\_flip\_config.xml** (XML config file)

#### **HTML, CSS and JavaScript Files:**

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Upload these files along with your SWF and XML files:

**index.html** (HTML index file)

**\_styles/main.css** (CSS file used in **index.html**)

**swfobject.js** (SWFObject 2.0 JavaScript file used for embedding the SWF)

### **Tweener Class Files:**

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This folder contains the AS 2.0 Tweener Class (version 1.31.71) files necessary for the any tweening animation used in the file. **Note:** This folder does not need to be uploaded to your server in order for the SWF to function properly. However, if you are going to be editing the FLA file, the **caurina** folder plus all sub-folders need to be located in the same folder as your FLA.

**caurina** folder

More information about the Tweener Class can be found here:

<http://hosted.zeh.com.br/tweener/docs/en-us/>

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### **Modifying the XML file:**

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By adjusting the values within the XML file, you can change the way the SWF plays back. Make sure all of the tags are properly closed and that the values within the **<countdown>** tag are all enclosed in quote marks. One missing tag or character and the SWF will not work properly.

The location of the XML config file is passed as a **FlashVars** variable (named **config\_file**) by the **index.html** file. To adjust this variable, open the **index.html** file and look for this line:

```
var flashvars = {  
    config_file: "countdown_flip_config.xml"  
};
```

- change "countdown\_flip\_config.xml" to your new path
- for example, an absolute path such as "[http://www.yoursite.com/xml/countdown\\_flip\\_config.xml](http://www.yoursite.com/xml/countdown_flip_config.xml)"

Alternately, if the **config\_file** variable is not passed from the **index.html** file, the SWF is programmed to load an XML file located in the same folder. To change the path to the XML file:

- open the FLA in Flash
- in the Main Timeline, double-click on the '**countdown\_flip\_mc**' MovieClip (on the '**countdown\_flip**' Layer)

- single-click on **Frame 2** of the '**Actions**' Layer and open your Actions window
- find this line of code:

```
// -----  
// LOAD XML  
// -----  
if (_level0.config_file) {  
    var config_str:String = _level0.config_file;  
} else {  
    var config_str:String = "countdown_flip_config.xml";  
}  
data_xml.load(config_str);
```

- change "countdown\_flip\_config.xml" to your new path
- for example, an absolute path such as "[http://www.yoursite.com/xml/countdown\\_flip\\_config.xml](http://www.yoursite.com/xml/countdown_flip_config.xml)"

### **endYear="2020"**

-----  
Target year value. Should be set to a whole number.

### **endMonth="1"**

-----  
Target month value - set between 1 and 12:  
for January use 1  
for December use 12

### **endDate="1"**

-----  
Target date value - set from 1 to 31

### **endHour="0"**

-----  
Target hour value - set from 0 to 23:  
0 equals 12:00 A.M.  
23 equals 11:00 P.M.

### **endMinute="0"**

-----  
Target minute value - set from 0 to 59

### **endSecond="0"**

-----

Target second value - set from 0 to 59

### **timeZoneGMT="-5"**

---

Greenwich Mean Time offset of the target date. For example, when set to -5, this corresponds to Eastern Standard Time, which is 5 hours behind Greenwich Mean Time. For Eastern Daylight Time, this would be set to -4, to -7 for Pacific Daylight Time and to -8 for Pacific Standard Time.

The SWF will detect the time-zone of the computer on which it is playing and adjust accordingly (**note:** time-zone settings are set by the user/operating system so accurate display of the countdown relies on users having accurate clock settings).

**Example:** with the above date settings, the target date is set to 12:00 a.m. on January 1, 2020, Eastern Standard Time (Toronto). The SWF when viewed in San Francisco (Pacific Standard Time) would subtract 3 hours from the target date to make up for the 3-hour time difference between San Francisco and Toronto.

### **useTimeZoneOffset="true"**

---

If set to **"true"**: Target hour value will be adjusted by the **timeZoneGMT**

If set to **"false"**: Target hour value will not be adjusted by the **timeZoneGMT**

### **numberBgColor="0xCC0000"**

---

Controls the Hex color of the 'number window' background

### **numberBgAlpha="100"**

---

Controls the alpha value of the 'number window' background - set from 0 (invisible) to 100 (maximum opacity).

### **numberColor="0xFFFFFFFF"**

---

Controls the Hex color of the numbers

### **numberBorderInnerColor="0x191919"**

---

Controls the Hex color of the 'number window' inner border

### **numberBorderInnerAlpha="100"**

---

Controls the alpha value of the 'number window' inner border - set from 0 (invisible) to 100 (maximum opacity).

**numberBorderOuterColor="0x4B4B4B"**

---

Controls the Hex color of the 'number window' outer border

**numberBorderOuterAlpha="100"**

---

Controls the alpha value of the 'number window' outer border - set from 0 (invisible) to 100 (maximum opacity).

**windowHiliteAlpha="75"**

---

Controls the alpha value of the white highlight on top of the 'number windows' - set from 0 (invisible) to 100 (maximum opacity).

**windowShadowAlpha="75"**

---

Controls the alpha value of the black shadow on top of the 'number windows' - set from 0 (invisible) to 100 (maximum opacity).

**textLabelColor="0xFFFFFFFF"**

---

Controls the Hex color of all text labels.

**textLabelAlpha="100"**

---

Controls the alpha value of all text labels - set from 0 (invisible) to 100 (maximum opacity).

**textLabelSize="10"**

---

Point size value of all text labels. Note that larger point sizes might extend past the width or height of the SWF - in that case, the stage size must be adjusted in Flash by opening the FLA.

To change the font used (Arial), you must edit the text field within the FLA.

**daysLabel="DAYS"**

---

Sets the text of the DAYS label. Set to "" to hide.

## **hoursLabel="HOURS"**

---

Sets the text of the HOURS label. Set to "" to hide.

## **minutesLabel="MINUTES"**

---

Sets the text of the MINUTES label. Set to "" to hide.

## **secondsLabel="SECONDS"**

---

Sets the text of the SECONDS label. Set to "" to hide.

## **displayEndMessage="true"**

---

If set to **"true"**: end message text will be displayed after the countdown reaches zero

If set to **"false"**: end message text will not be displayed after the countdown reaches zero

## **endMessageText="HAVE A GREAT 2020!"**

---

End message text. The width of the dynamic text field is limited to the width of the SWF minus the **endMessageTextPaddingX** and **endMessageBGpaddingX** (below). So, for example, in **countdown\_flip\_4days.swf**, the maximum width of the end message text field would be 328 pixels:

$$\begin{aligned} & 388 \text{ pixel [Stage size]} \\ & - (2 * 20) \text{ [endMessageTextPaddingX]} \\ & - (2 * 10) \text{ [endMessageBGpaddingX]} \\ & = 328 \text{ pixels wide} \end{aligned}$$

The end message text will be centred horizontally to the width of the SWF.

The height of the text field depends on the amount of text in the **endMessageText** variable. A long end message combined with a large may require you to increase the height of your Stage within Flash. The end message text will be centred vertically to the height of the SWF.

## **endMessageTextColor="0xFFFFFFFF"**

---

Controls the Hex color of the end message text.

## **endMessageTextAlpha="100"**

---

Controls the alpha value of the end message text - set from 0 (invisible) to 100 (maximum opacity).

### **endMessageTextSize="18"**

---

Point size value of the end message text. To change the font used (Arial), you need to edit the text field within the FLA.

### **endMessageTextPaddingX="20"**

---

Controls the amount of padding (in pixels) between the end message text field and the left and right edges of the SWF. So, setting the value of this variable to **"20"** will make the text field's width narrower by 20 pixels on both the left and right sides of the text field.

### **displayEndMessageBG="true"**

---

If set to **"true"**: end message background box will be displayed behind the end message text after the countdown reaches zero

If set to **"false"**: end message background box will not be displayed behind the end message text after the countdown reaches zero

The width of the end message background box will be equal to the width of the end message text field. The end message background box will be centred horizontally to the width of the SWF.

The height of the end message background box will be equal to the height of the end message text field. The end message background box will be centred vertically to the height of the SWF.

### **endMessageBGcolor="0x009900"**

---

Controls the Hex color of the end message background box.

### **endMessageBGalpha="100"**

---

Controls the alpha value of the end message background box - set from 0 (invisible) to 100 (maximum opacity).

### **endMessageBGpaddingX="10"**

---

Controls the amount of padding (in pixels) between the left and right edges of the end message text field and the end message background box. So, setting the value of this variable to **"10"** will make the end message background box 10 pixels wider on both the left and right sides.

### **endMessageBGpaddingY="10"**

---

Controls the amount of padding (in pixels) between the top and bottom edges of the end message text field and the end message background box. So, setting the value of this variable to **"10"** will make the end message background box 10 pixels taller on both the top and bottom sides.

#### **endMessagefadeInTime="0.75"**

---

Time (in seconds) for the end message to fade in.

#### **redirect="true"**

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If set to **"true"**: the embedded SWF will redirect the user's browser to the link specified in **redirectURL** (below) after the countdown reaches zero and has waited the number of seconds specified in **redirectPause**

If set to **"false"**: no redirection after the countdown reaches zero

#### **redirectURL="http://www.google.com"**

---

Web link for redirection.

#### **redirectPause="5"**

---

Time (in seconds) before redirection.

#### **newWindow="true"**

---

If set to **"true"**: opens a new browser window for the **redirectURL** link  
If set to **"false"**: opens the **redirectURL** link in the current browser window

#### **daysNumber="4"**

---

Number of 'day windows' displayed. This number should match with the corresponding SWF. For example if you are using **countdown\_flip\_3days.swf** then set this variable to **3**, if you are using **countdown\_flip\_2days** then set this variable to **2**.

#### **flipTime="0.3"**

---

Time (in seconds) for numbers to flip into their final position. Should be comfortably less than 1 second.

## **animationType="easeOutQuart"**

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Controls which easing equation is used to move the numbers within each 'number window'. These map directly to the animation types used in the Tweener Class. For an explanation of the different transition types, click the **Transition Types** link on this page:

<http://hosted.zeh.com.br/tweener/docs/en-us/>

linear  
easeInSine  
easeOutSine  
easeInOutSine  
easeInQuad  
easeOutQuad  
easeInOutQuad  
easeInCubic  
easeOutCubic  
easeInOutCubic  
easeInQuart  
easeOutQuart  
easeInOutQuart  
easeInQuint  
easeOutQuint  
easeInOutQuint  
easeInExpo  
easeOutExpo  
easeInOutExpo  
easeInCirc  
easeOutCirc  
easeInOutCirc  
easeInElastic  
easeOutElastic  
easeInOutElastic  
easeInBack  
easeOutBack  
easeInOutBack  
easeInBounce  
easeOutBounce  
easeInOutBounce

## **blurMax="0"**

---

Maximum of vertical blur amount applied to flipping numbers. Set to zero to turn off blur (**recommended**).

According to Adobe: "Values that are a power of 2 (such as 2, 4, 8, 16 and 32) are optimized to render more quickly than other values" so setting this to an even number is a good idea.

### **fadeInTime="0.5"**

---

Time (in seconds) for countdown to initially fade in.

### **fadeOutTime="0.5"**

---

Time (in seconds) for countdown to fade out to display the end message (**displayEndMessage** must be set to **true**)

### **soundFXvolume="25"**

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Volume level percentage (0 to 100 %) of 'click' sound effect. Set **soundFXvolume="0"** to turn sound effects off.

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### **Tweener License** <<http://code.google.com/p/tweener/wiki/License>>

Tweener is free open source software, licensed under the MIT License <[http://en.wikipedia.org/wiki/MIT\\_License](http://en.wikipedia.org/wiki/MIT_License)>. Tweener also makes use of Robert Penner's easing equations <<http://www.robertpenner.com/easing/>>, which is also free open source software, licensed under the BSD License <<http://www.opensource.org/licenses/bsd-license.php>>.

### **SWFObject License**

SWFObject v2.0 <<http://code.google.com/p/swfobject/>>

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If you have any ideas on how to make this thing work better/more efficiently, feel free to contact me...

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