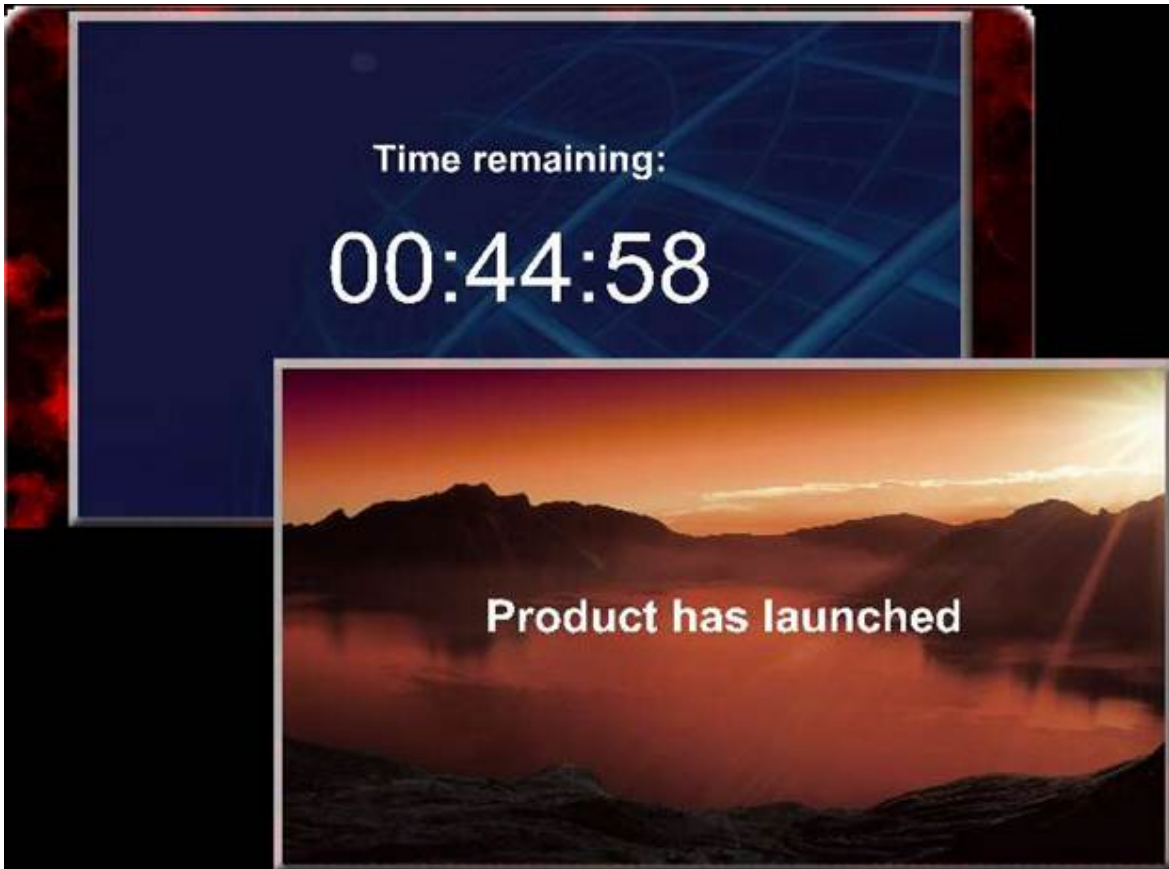




Template Guide

Countdown Timer Template Pack



Countdown Template Pack

The Countdown timer is a special template which shows a timer on screen counting down to a specific time that day. The timer can be set to pulse a set number of minutes before the countdown ends. Once the timer is over you can use this template to display text e.g. Product Launched or Happy New Year and an optional background image.

AMX provide three different countdown timer templates as part of the AMX_Countdowntimer Template Pack:

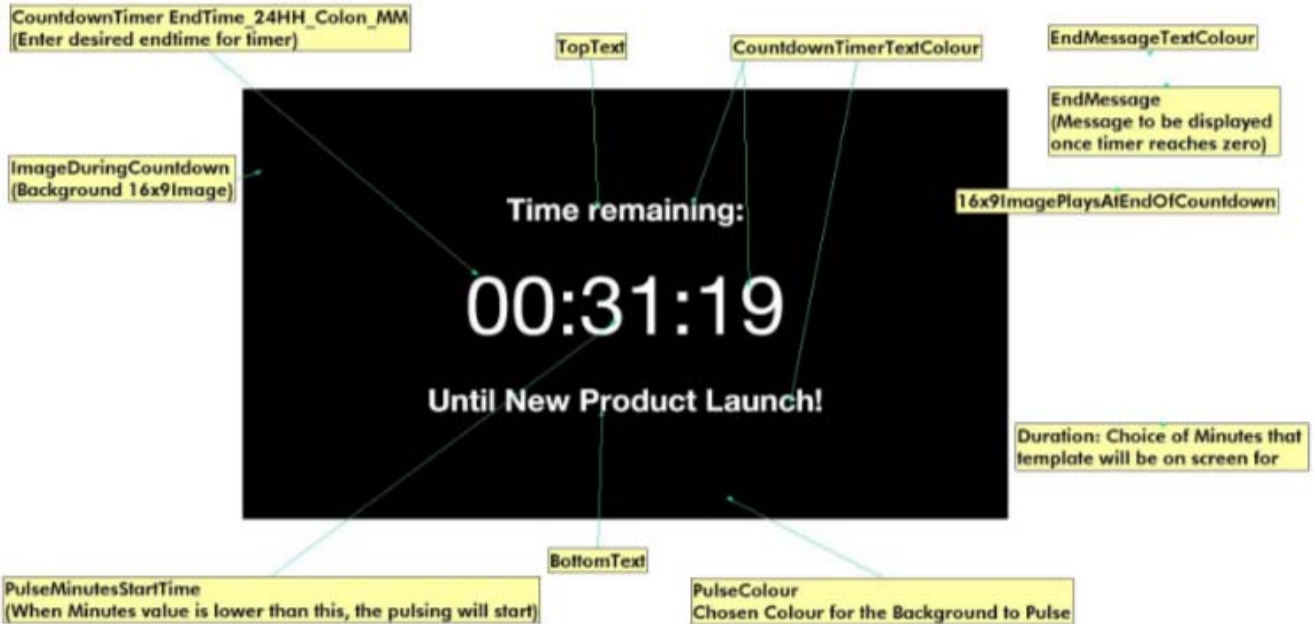
Name	Duration (secs)
AMX_Daylight_A16x9_CountDownTimer15sec_Item	15
AMX_Daylight_A16x9_CountDownTimer30Sec_Item	30
AMX_Daylight_A16x9_CountDownTimerEditableDuration_Item	Configurable 1min – 24 hours

Only the editable duration template definition is described below. The other versions are the same in all respects except that they lack a duration property as they are of fixed duration.

AMX_Daylight_A16x9_CountDownTimerEditableDuration_Item

Property Name	Type	Details
CountdownTimer EndTime_24HH_Colon_MM	Text	Enter desired endtime for timer using 24hour format in hour and minutes separated by a colon or if required using hours, minutes, and seconds again all separated by colons HH_Colon_MM e.g. 13:10 or 13:10:30
TopText	Text	Text to display above the countdown timer
CountdownTimerTextColour	Colour	Colour to use for the countdown timer text
EndMessageTextColour	Colour	Colour to use for the overlay Message text displayed once the timer reaches zero
BottomText	Text	Text to display below the countdown timer
PulseColour	Colour	Colour for background to pulse when the end of the timer approaches, see PulseMinutesStartTime
PulseMinutesStartTime	Number	When the number of minutes left on the timer is lower than this value, the background will pulse
ImageDuringCountdown	Image	A16x9 optional image to display as a background behind the countdown timer
16x9ImagePlaysAtEndOfCountdown	Image	A16x9 optional image to display once the timer reaches zero

Duration (Minutes)	Selector	Select total duration for Message (duration of timer stage + optional image display at end of countdown)
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Countdown Usage Example

Typically when you use a countdown you want the timer to appear intermittently until you get near the countdown, when the countdown should be shown exclusively. This effect is achieved using two countdown messages, both configured with the same countdown time. For example, if you wish to set a countdown to finish at 17:00 for the launch of a new product you would carry out the following steps:

1. Add a short duration (15 or 30 second countdown message) to the 16x9 Playlist with the timer set for 17:00. This playlist is configured to loop by default so this message will appear periodically for 15/30 seconds showing the countdown in progress. Other messages will be shown the rest of the time.
2. Add an editable countdown duration message with duration of one hour. Again the countdown timer should be set for 17:00
3. Use validity rules to make the short countdown message invalid 50 minutes before the countdown ends. Make the one hour duration message valid from this time so that it replaces the short message on screen. This message will now be shown for approximately the final 50 minutes of the countdown and for 10 minutes after the countdown has finished. To ensure the countdown message is not played again the following day, use validity rules to make this message invalid when it ends (i.e. at 17:10)