**Gametimer Version 4.1  
Installation & Configuration**

**Installation:** Unzip the downloaded file, keeping the file structure intact. Gametimer will run, but will not play sounds inside a zip file or a compressed folder. You should end up with a few files and a directory of sound files. You will need to keep the following:

* Gametimer4.0.html – the actual game timer
* “sounds” directory and its contents – the actual sound files played by gametimer

Just copy the structure wherever you wish e.g. “my documents”. The subdirectory named “sounds” must also be in the same directory. This documentation may be deleted to save space. Some browsers may complain about running scripts locally, and in this case it’s OK to say yes. You can turn off the browser warning permanently by changing the internet security settings.

Gametimer does not need an internet connection, although it runs well from a server.

**Defaults:** Most default values are specified in the first few lines (about lines 12 through 50 including liberal comments) of code. The defaults are set up for a demo, counting for only two minutes with a one minute warning. These need to be changed with your favorite text editor to something more reasonable. My text editor of choice is Notepad++, free from <https://notepad-plus-plus.org/>. Chesapeake Curling Club counts up for 1 hour 50 minutes, with a 10 minute warning. Pittsburgh Curling Club counts down from 1 hour 50 minutes, also with a 10 minute warning. It also demonstrates a brief deferred start.

**Testing:** Testing the features and defaults is tedious. I hate to wait even two minutes to see if sounds play or color changes. There is an internal variable “var sleepTime = 1000;” about line 127. The 1000 is one thousand milliseconds or one second. Go ahead and change it to something smaller, like 200 or 250 and the testing goes much more quickly. Remember to put it back to 1000 for production.

**Sounds:** Sounds may be disabled at run time by changing “Sound on or off?” on the configuration page. Sound may also be disabled by default by changing the defaultSoundOnOff variable to zero. A more drastic solution is to remove the sounds directory.

Do you want to play the Surfaris “Wipeout” when the screen turns red? Or the drum solo from Iron Butterfly’s “In A Gada Da vida” while the screen is yellow? Or maybe just a school bell? Go ahead! Install your favorite sound clips in the sounds directory and modify the default sounds from lines 45 through 48 (approximately). And the playing of sounds in the changeBGC function about line 140. Do a search on “changeBGC” and you’ll see how it’s called.

**If sounds don’t play:** Standards change, so the sounds no longer play automatically even if you’ve told them to play. A human (not programmed) action such as a keypress or mouse click is required to allow the browser to play the sounds. The human activity of a click or keypress makes the sound “authorized” and the sounds will play. Mechanizing the click fails because it’s not “authorized”.

A simple work-around is to have a “delayed start” of two or three seconds. Just click anywhere on the screen and that authorizes all sounds to play.

**Pause & Resume:** The running screens, except for the overtime screen, give you both Pause and Resume buttons. They will pause and then resume the timer in case something unexpected (Like an eight-ender) happens where you might want to stop the game for a few minutes to take pictures. Pressing the resume button multiple times makes the gametimer run lots faster, which may be convenient for testing. When you’ve progressed far enough, press the pause button, wait two or three seconds, then resume again. You should be back to normal one second timing. This “feature” varies by browser.

**Delayed Start:** Sometimes you just need a few seconds (0-999) to get from the warm room to the ice shed, shake hands, and be ready to start the game. It defaults to zero, but you can change it from the menu screen or change the defaultStartupDelay. The max of 999 seconds is really 16 minutes, 39 seconds. The delayed start shows up with a pale blue background and the words “Startup Delay”. It also gives you a new button “Just Start the Timer” which says don’t bother waiting any longer, just start the timer. Coincidentally that’s also considered a human action that authorizes sound.

**AutoStart:** By default gametimer starts with a configuration/landing page, letting you change variables on the fly. After you’ve decided what you like, you can update the default values. If you want to run the gametimer from a cron or autorun facility, or simply just “double click and go” completely bypassing the configuration page. Just turn on the defaultAutoStart variable.

**Multiple versions on the same computer:** Various leagues utilize the timer differently. Simply take the main gametimer4.0.html file, duplicate it (in the same directory), change the defaults, and you’re all set.

**Your mileage may vary.**