

# Introduction

This tutorial will teach you how to make a countdown with realtime data from server.

Mostly the Server-Time is as good as the Atomic-Server-Time. It's easy to use it with php in flash as variable.

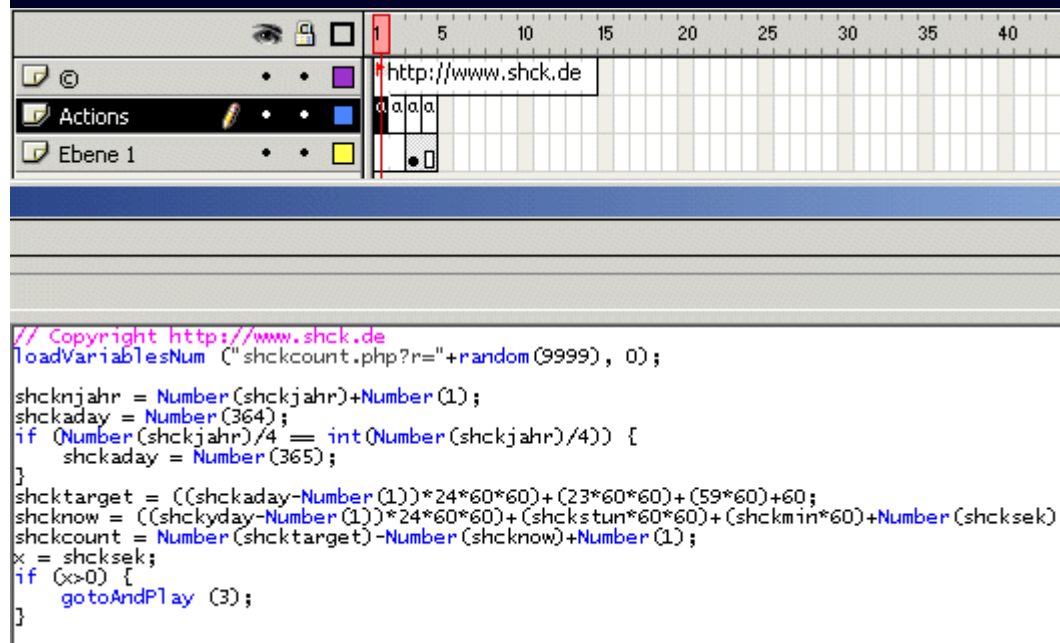
My actionscript is able to create a countdown from now to the end of the current year and this automaticly every year until 2099 (I tested it).

All you need is a **PHP-Server** and **Flash 5** (or higher) and a little bit knowledge about **Actionscript**.

You can visit my page to see this tutorial work: <http://www.shck.de>

First we create a new movie with 4 frames and 2 layers (Actions and Ebene 1).

In the first frame we write this actionscript:



```
// Copyright http://www.shck.de
loadVariablesNum ("shckcount.php?r="+random(9999), 0);

shcknjahr = Number(shckjahr)+Number(1);
shckaday = Number(364);
if (Number(shckjahr)/4 == int(Number(shckjahr)/4)) {
shckaday = Number(365);
}
shcktarget = ((shckaday-Number(1))*24*60*60)+(23*60*60)+(59*60)+60;
shckknow = ((shckyday-Number(1))*24*60*60)+(shckstun*60*60)+(shckmin*60)+Number(shcksek);
shckcount = Number(shcktarget)-Number(shckknow)+Number(1);
x = shcksek;
if (x>0) {
gotoAndPlay (3);
}
```

shckcount.php is the php-file in the same directory which includes all variables.

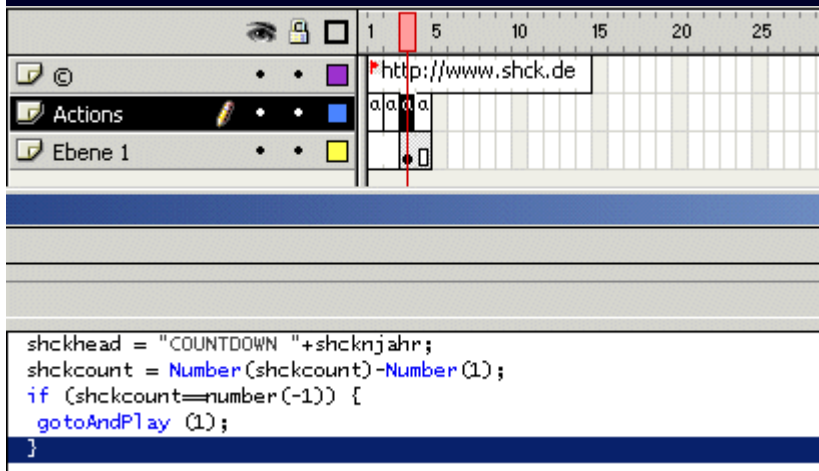
```
x=shcksek;
if(x>0) {
gotoAndPlay(3)
}
```

This 'if' is for the loaded variables, if shcksek = 0 (variables from php are not downloaded) goto next frame.

## 2. Frame

```
gotoAndPlay (1);
```

## 3. Frame



The screenshot shows an animation software interface. At the top, there is a timeline with markers at 1, 5, 10, 15, 20, and 25. A red vertical line is positioned at the 1-second mark. Below the timeline, there is a panel with icons for 'Actions' and 'Ebene 1'. The main area displays a code editor with the following code:

```
shckhead = "COUNTDOWN "+shcknjahr;  
shckcount = Number(shckcount)-Number(1);  
if (shckcount==number(-1)) {  
    gotoAndPlay (1);  
}
```

```
shckhead = "COUNTDOWN "+shcknjahr;  
shckcount = Number(shckcount)-Number(1);  
if (shckcount==number(-1)) {  
    gotoAndPlay (1);  
}
```

shckhead, shckcount are the variables for the dyn. text field in Layer 1 (Ebene 1).

With `shckcount = Number(shckcount)-Number(1)` we need not a further request of the server time because we create with this function our own seconds-time.

Attention: we have to put the film-sequenze to **1 BpS!**



The 'if-action' is for the condition of countdown  $< 0$ , then we goto frame 1 and load the server data again because we have a new year variable!

In Layer1 we create 3 text fields.



"COUNTDOWN 2002" is a dynamic text field with variable "shckhead"



"(IN SECONDS)" is a stat. text field.

"31449600" is also a dyn. text field with variable "shckcount"

#### 4. Frame

```
gotoAndPlay (3);
```

Finally we create the php-file with a simple texteditor and name it 'shckcount.php' with follow content:

```
<?
$shckzeit = time();
$shckdat = getdate($shckzeit);
$shckjahr = $shckdat[year];
$shckyday = $shckdat[yday];

$shckstun = $shckdat[hours];
$shckmin = $shckdat[minutes];
$shcksek = $shckdat[seconds];

print "&shckjahr=$shckjahr&";
print "&shckyday=$shckyday&";
print "&shckstun=$shckstun&";
print "&shckmin=$shckmin&";
print "&shcksek=$shcksek&";
?>
```

You can test your file on the php-server.

<http://www.yourdomain.com/shckcount.php>

Then you can test the flash-file:

<http://www.yourdomain.com/shckcount.swf>

That is it.