



USING THE SABER ROBOTICS COUNTDOWN CLOCKS

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To use the JavaScript countdown clocks seen [here](#) in your own websites, copy the following code, making the highlighted modifications:

```
<script type="text/javascript">
function
makeClock(spaces_before,caption,days_id,hours_id,minutes_id,seconds_id)
{
    for (i = 1; i <= spaces_before; i = i + 1)
    {
        document.write('<br>');
    }
    document.write('<table align="center" border="1" cellpadding="0"
cellspacing="0" width="145px"><caption>'+caption+'</caption><tr><td
width="25%" align="center"><span id="'+days_id+'">Please</span></td><td
width="25%" align="center"><span id="'+hours_id+'">Enable</span></td><td
width="25%" align="center"><span id="'+minutes_id+'">Java</span></td><td
width="25%" align="center"><span
id="'+seconds_id+'">script!</span></td></tr><tr><td
align="center">D</td><td align="center">H</td><td
align="center">M</td><td align="center">S</td></tr></table>');
}
function clockCount()
{
    displayTimer('ship_d','ship_h','ship_m','ship_s',1,23,15);
//SEE "FOR THE FIRST HILIGHTED LINE"
    setTimeout('clockCount();',1000);
}
function displayTimer(d_id,h_id,m_id,s_id,month,day,hour) //month, day,
and hour is for TARGET time
{
    var fromDate = new Date();//Current time/date
    var days = 0;//These variables are for how much time is left
    var hours = 0;
    var mins = 0;
    var secs = 0;
    var timeout = 0;    //Error trapping variable

    //Calculating Days
    if (month > fromDate.getMonth()) //If not in the target month,
add days to the target days to compensate
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    {
        if (fromDate.getMonth() == 0)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 1)
            day = day + 28 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 2)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 3)
            day = day + 30 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 4)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 5)
            day = day + 30 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 6)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 7)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 8)
            day = day + 30 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 9)
            day = day + 31 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 10)
            day = day + 30 * (month - fromDate.getMonth());
        if (fromDate.getMonth() == 11)
            day = day + 31 * (month - fromDate.getMonth());
    }
    else if (month < fromDate.getMonth()) //Error trap to check if
past target month
        timeout = 1; //No checker needed for current month since
nothing should happen
        days = day - fromDate.getDate(); //Calculates amount of days
        if (days < 0) //Error trap to check if past days
            timeout = 1;

    //Calculating Hours
    if (hour < fromDate.getHours()) //Like subtraction in math, if it
needs more hours to be positive
    {
        days = days - 1;
        hour = hour + 24;
    }
    hours = hour - fromDate.getHours() - 1;

    //Calculating Minutes
    mins = 60 - fromDate.getMinutes() - 1;

    //Calculating Seconds
    secs = 60 - fromDate.getSeconds();
    if (secs == 60)
    {
        secs = 0;
    }

```

```

        mins = mins + 1;
    }

    if (timeout == 0) //Only outputs if CURRENT time is before
TARGET
    {
        document.getElementById(d_id).innerHTML = days;
        document.getElementById(h_id).innerHTML = hours;
        document.getElementById(m_id).innerHTML = mins;
        document.getElementById(s_id).innerHTML = secs;

    }
    else //Only outputs if CURRENT time is past TARGET
    {
        document.getElementById(d_id).innerHTML = "You"
        document.getElementById(h_id).innerHTML = "are"
        document.getElementById(m_id).innerHTML = "too"
        document.getElementById(s_id).innerHTML = "late!"
    }
}
window.onload = makeClock(2,"<b>Time to Ship
Date:</b>", "ship_d", "ship_h", "ship_m", "ship_s");
//SEE "FOR THE SECOND HILIGHTED LINE"
</script>

```

The above code can be in the head or body of the html document, and it can also be in its own .js file. It may be useful to copy and paste the code into a text editor to read it more easily.

For the first highlighted line:

- Change the four items in the single quotes (') to the ids of the four table cells. The first id is for the number of days remaining. The second id is for the number of hours remaining. The third id is for the number of minutes remaining. The fourth id is for the seconds remaining.
- Change the numbers to the time the clock should count down to. The first number is the month, ranging from 0 to 11. January is 0, and December is 11. The second number is the day of the month. The third number is the hour in military time. In this example, 15 is used. 15 means 15:00, or 3:00 PM.
- This entire line should be repeated once for every table, or the time won't auto-update.

For the second highlighted line:

- The first number is the amount of spaces BEFORE the clock is written to the document.
- Put the title of the clock next, if desired. HTML tags, like the tag shown here, can be used.
- Change the four items in the single quotes (') to the ids of the four table cells. The first id is for the number of days remaining. The second id is for the number of hours remaining. The third id is for the number of minutes remaining. The fourth id is for the seconds remaining.
- This line should be repeated once for every table, or the time won't auto-update.