Using the Countdown Timer object

• Import the countdown timer object. It will come in as a 3D Text “0”. You can move this text wherever you would like in your world.

• There are three methods you can use for this timer:
  ▪ initialize – Use this before you start the timer to set how much time is on the clock
  ▪ start – Use this anywhere in your code to start the countdown
  ▪ pause – Use this to pause your timer. Call the start method again to start back where you left off.

• There is also a few events that come with the object. You’ll see a comment in one that shows you where you can put actions you want to happen when the timer runs out. Ignore the other, it is essential for the timer to work, and does not require editing.

• You can access the current time by checking the timeLeft variable.

• Any ‘ask the user for input’ functions will suspend the world until an answer is received, so the timer will not keep counting down in those cases.
Sample Code

```java
// Initialize the timer to count down from 10
countdown-timer.initialize amountOfTime = 10

// Start the timer. Once this is called once, the timer will keep running
// unless you use the pause method or the time runs out
countdown-timer.start

// Put any code here that you want to happen while counting down
countdown-timer.pause

// The timer will be stopped until you press start again
countdown-timer.start

// The timer will continue to go from the paused point until it runs out

When condition = countdown-timer.timeExpired becomes true,
do // Put what you want to happen when time runs out here
```