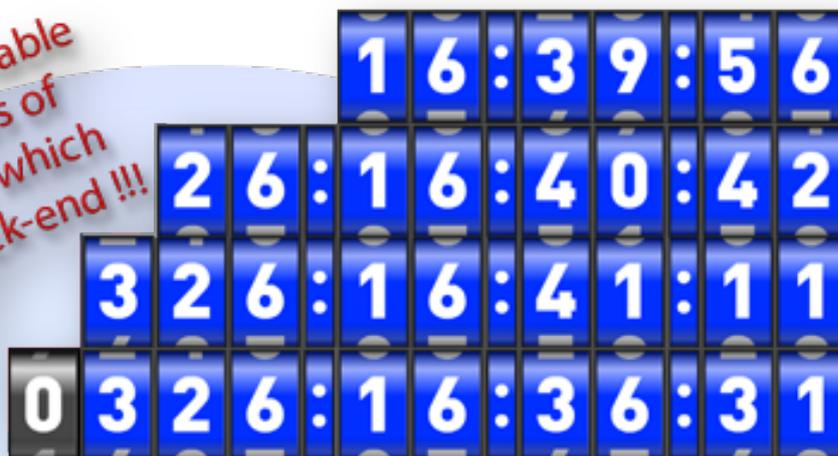




countdown MP

Now, countdownMP is available with four different modes of digits for days (0, 2, 3, 4), which you can change from back-end !!!



There is not a simpler way to countdown the days, hours, minutes, seconds till the New Year, Christmas, Easter or any other event, than the coolest CountdownMP. This simple and yet helpful module is designed to satisfy all of your demands, is best suited to advert new discount promotion or promote special events and with this little addon to your website you can do all that.

Features:

You can set to countdown any date (Year, Month, Day, Hour, Minute, Second);

You can set Time Zone GMT;

You can set COLOR:

- Number Background Color
- Number Color
- Number Border Color
- Text Color
- End Message Background Color

When the countdown ends, can be set to redirect to another webpage;

You can set end message text;

You can set 10 types different of animation;

Support special characters (âùæçéèëëïïðœüÛÜÙÙœôïïëëèèéçæääà);

Enable / Disable: Time Zone, Display End Message, Display End Message Background, Redirect, Redirect to New Window. And....much more.

Easy to use, fast and reliable.

New Feature: From now you have possibility to load multiple instances of the same module on the same website!!!
This product is available with four different modes of digits for days (0, 2, 3, 4)!

Compatibility with Joomla:



Module Class Suffix

SWFObject script Mode 1 (Local) Mode 2 (Google) Mode 3 (Disable)

Debug Mode ▾

Multiple Instances ▾

Global Settings

Global Width

Global Height

Days Digits No Digits 2 Digits 3 Digits 4 Digits

End Date Settings

End Year

End Month ▾

End Day ▾

End Hour ▾

End Minute ▾

End Second ▾

Time Zone GMT

Time Zone Offset ▾

- **Module Class Suffix** - A suffix to be applied to the css class of the module (table.moduletable), this allows individual module styling;
- **SWFObject script** - **Mode 1** will use a local copy. **Mode 2** will use the file hosted by Google. **Mode 3** will disable insertion but it will use the code.;
- **Debug Mode** - No (Recommended);
- **Multiple Instances** - This parameter allow to load multiple instances of the same module on the same website.
- **How It Works:** Make a copy of this module. After that, in the new copy set this parameter to "**Copy 1**"! Same, for other instances, but set this parameter to "Copy 2, Copy 3".

GLOBAL SETTINGS:

- **Global Width** - Set the global stage width;
- **Global Height** - Set the global stage height;
- **Days Digits** - Is available with four different modes of digits for days (0, 2, 3, 4).

END DATE SETTINGS:

- **End Year** - Target year value. Should be set to a whole number;
 - **End Month** - Choose ending month;
 - **End Day** - Choose ending day;
 - **End Hour** - Choose ending hour;
 - **End Minute** - Choose ending minute;
 - **End Second** - Choose ending seconds;
 - **Time Zone GMT** - Greenwich Mean Time offset of the target date. For example, when set to -5, this corresponds to Eastern Standard Time, which is 5 hours behind Greenwich Mean Time. For Eastern Daylight Time, this would be set to -4, to -7 for Pacific Daylight Time and to -8 for Pacific Standard Time.
- The countdownMP will detect the time-zone of the computer on which it is playing and adjust accordingly (**note:** time-zone settings are set by the user/operating system so accurate display of the countdown relies on users having accurate clock settings).
- Example:** with the above date settings, the target date is set to 12:00 a.m. on January 1, 2020, Eastern Standard Time (Toronto). The countdownMP when viewed in San Francisco (Pacific Standard Time) would subtract 3 hours from the target date to make up for the 3-hour time difference between San Francisco and Toronto.
- **Time Zone Offset** - Enable - hour value will be adjusted by the Time Zone GMT

Number Settings

Number BG Color	<input type="text" value="0x002fff"/>
Number BG Transparency	<input type="text" value="100"/>
Number Color	<input type="text" value="0xFFFFFFFF"/>
Number Border Inner Color	<input type="text" value="0x191919"/>
Number Border Inner Transparency	<input type="text" value="100"/>
Number Border Outer Color	<input type="text" value="0x4B4B4B"/>
Number Border Outer Transparency	<input type="text" value="100"/>
Window Hilite Transparency	<input type="text" value="75"/>
Window Shadow Transparency	<input type="text" value="75"/>

NUMBER SETTINGS:

- **Number BG Color** - Controls the color of the 'number window' background;
- **Number BG Transparency** - Controls the transparency value of the 'number window' background - set from 0 (invisible) to 100 (maximum opacity);
- **Number Color** - Controls the color of the numbers;
- **Number Border Inner Color** - Controls the color of the 'number window' inner border;
- **Number Border Inner Transparency** - Controls the transparency value of the 'number window' inner border - set from 0 (invisible) to 100 (maximum opacity);
- **Number Border Outer Color** - Controls the color of the 'number window' outer border;
- **Number Border Outer Transparency** - Controls the transparency value of the 'number window' outer border - set from 0 (invisible) to 100 (maximum opacity);
- **Window Hilite Transparency** - Controls the transparency value of the white highlight on top of the 'number windows' - set from 0 (invisible) to 100 (maximum opacity);
- **Window Shadow Transparency** - Controls the transparency value of the black shadow on top of the 'number windows' - set from 0 (invisible) to 100 (maximum opacity).

Text Settings

Text Label Color	<input type="text" value="0x002fff"/>
Text Label Transparency	<input type="text" value="100"/>
Text Label Size	<input type="text" value="10"/>
Days Text	<input type="text" value="DAYS"/>
Hours Text	<input type="text" value="HOURS"/>
Minutes Text	<input type="text" value="MINUTES"/>
Seconds Text	<input type="text" value="SECONDS"/>

TEXT SETTINGS:

- **Text Label Color** - Controls the color of all text labels;
- **Text Label Transparency** - Controls the transparency value of all text labels - set from 0 (invisible) to 100 (maximum opacity);
- **Text Label Size** - Point size value of all text labels;
- **Days Text** - Sets the text of the DAYS label;
- **Hours Text** - Sets the text of the HOURS label;
- **Minutes Text** - Sets the text of the MINUTES label;
- **Seconds Text** - Sets the text of the SECONDS label.

Message Settings

Display End Message

End Message Text

End Message Text Color

End Message Text Transparency

End Message Text Size

End Message Text PaddingX

Display End Message BG

End Message BG Color

End Message BG Transparency

End Message BG PaddingX

End Message BG PaddingY

End Message BG Fade In Time

Redirect Settings

Redirect

Redirect URL

Redirect Pause

New Window

END MESSAGE SETTINGS:

- **Display End Message** - Yes - end message text will be displayed after the countdown reaches zero;
- **End Message Text** – Insert the end message text;
- **End Message Text Color** - Controls the color of the end message text;
- **End Message Text Transparency** - Controls the transparency value of the end message text - set from 0 (invisible) to 100 (maximum opacity);
- **End Message Text Size** - Point size value of the end message text;
- **End Message Text PaddingX** - Controls the amount of padding (in pixels) between the end message text field and the left and right;
- **Display End Message BG** - Yes - end message background box will be displayed behind the end message text after the countdown reaches zero;
- **End Message BG Color** - Controls the color of the end message background box;
- **End Message BG Transparency** - Controls the transparency value of the end message background box - set from 0 (invisible) to 100 (maximum opacity);
- **End Message BG PaddingX** - Controls the amount of padding (in pixels) between the left and right edges of the end message text field and the end message background box. So, setting the value of this variable to 10 will make the end message background box 10 pixels wider on both the left and right sides;
- **End Message BG PaddingY** - Controls the amount of padding (in pixels) between the top and bottom edges of the end message text field and the end message background box. So, setting the value of this variable to 10 will make the end message background box 10 pixels taller on both the top and bottom sides;
- **End Message BG Fade In Time** - Time (in seconds) for the end message to fade in.

REDIRECT SETTINGS:

- **Redirect** - Yes - will redirect the user's browser to the link specified in Redirect URL (below) after the countdown reaches zero and has waited the number of seconds specified in Redirect Pause;
- **Redirect URL** – Insert a web link for redirection;
- **Redirect Pause** - Time (in seconds) before redirection;
- **New Window** - Yes - opens a new browser window for the Redirect URL link.

Effect Settings	
Days Number	<input type="text" value="3"/>
Flip Time	<input type="text" value="0.3"/>
Animation Type	<input type="text" value="Type 5"/> ▼
Blur Max	<input type="text" value="0"/>
Fade In Time	<input type="text" value="0.5"/>
Fade Out Time	<input type="text" value="0.5"/>

EFFECT SETTINGS:

- **Days Number** - Number of 'day windows' displayed.
- **Flip Time** - Time (in seconds) for numbers to flip into their final position. Should be comfortably less than 1 second;
- **Animation Type** - Controls which animation type is used to move the numbers within each 'number window';
- **Blur Max** - Maximum of vertical blur amount applied to flipping numbers. Set to zero to turn off blur (recommended);
- **Fade In Time** - Time (in seconds) for countdown to initially fade in;
- **Fade Out Time** - Time (in seconds) for countdown to fade out to display the end message (Display End Message must be set to YES).



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Thanks, for buying!