
Subject: Timer page Player

Posted by [mr£\\$Ä-z](#) on Sun, 13 Jul 2008 08:08:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK whats wrong with this code? it just pages me with "Harvesting..." but the Timer part doesnt do anything.

So how do i fix that ? (yep its for a ServerSide Script)

Code:

```
void A_Tiberium_Field::Entered(GameObject *obj,GameObject *enter)
{
int x;
x = Commands->Get_Player_Type(enter);
Vector3 spawn_position;
if (CheckPlayerType(enter,x))
{
return;
}
char message[1000];
if (Commands->Get_Player_Type(enter) == 1)
{
sprintf(message,"ppage %d Harvesting...",Get_Player_ID(enter));
Console_Input(message);
Commands->Start_Timer(obj,this,1.0f,1);
Commands->Start_Timer(obj,this,2.0f,2);
Commands->Start_Timer(obj,this,3.0f,3);
Commands->Start_Timer(obj,this,4.0f,4);
Commands->Start_Timer(obj,this,5.0f,5);
Commands->Start_Timer(obj,this,6.0f,6);
Commands->Start_Timer(obj,this,7.0f,7);
Commands->Start_Timer(obj,this,8.0f,8);
Commands->Start_Timer(obj,this,9.0f,9);
Commands->Start_Timer(obj,this,10.0f,10);
Commands->Start_Timer(obj,this,11.0f,11);
}
}
```

```
void A_Tiberium_Field::Timer_Expired(GameObject *obj, int number) {

char message[1000];
if(number == 1){
sprintf(message,"ppage %d Harvesting Complete in: 10.",Get_Player_ID(obj));
Console_Input(message);
}
}
```

```

if(number == 2){
    sprintf(message,"ppage %d Harvesting Complete in: 9.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 3){
    sprintf(message,"ppage %d Harvesting Complete in: 8.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 4){
    sprintf(message,"ppage %d Harvesting Complete in: 7.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 5){
    sprintf(message,"ppage %d Harvesting Complete in: 6.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 6){
    sprintf(message,"ppage %d Harvesting Complete in: 5.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 7){
    sprintf(message,"ppage %d Harvesting Complete in: 4.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 8){
    sprintf(message,"ppage %d Harvesting Complete in: 3.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 9){
    sprintf(message,"ppage %d Harvesting Complete in: 2.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 10){
    sprintf(message,"ppage %d Harvesting Complete in: 1.",Get_Player_ID(obj));
    Console_Input(message);
}
if(number == 11){
    sprintf(message,"ppage %d Harvesting Completed. Return to the
Refinery.",Get_Player_ID(obj));
    Console_Input(message);
}
}
}
ScriptRegistrant<A_Tiberium_Field> A_Tiberium_Field_Registrant("A_Tiberium_Field","");

```
