
Subject: Timer_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 11:18:07 GMT

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Is there a way to use the Timer_Expired inside the Enter part of a script??

small sample of what i mean:

```
void MyScript::Enter
{
  Commands->Start_Timer();
  Timer_Expired //want to call it here
  {
    //rest of code
  }
}
```

Instead of

```
void MyScript::Enter
{
  Commands->Start_Timer();
}
void MyScript::Timer_Expired
{
  //rest of code
}
```

EDIT: Now im already asking would this:

Kill_Enemy_Buildings_By_Team(0)

Be a better solution than:

ConsoleInput("win 0")

Guess this would also work if you don't run a Dedicated Server
