
Subject: Re: Timer_Expired

Posted by [jnz](#) on Wed, 11 Feb 2009 13:13:34 GMT

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Quote:

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

No, not possible.

You can do this, however:

Quote:

```
void MyScript::Enter(GameObject *o, GameObject *e)
{
    Commands->Start_Timer(o, this, 123.123, 10);
}
```

```
void MyScript::Timer_Expired(GameObject *o, int number)
{
    if(number == 10)
    {
        //do your stuff here
    }
}
```

As for the other thing;

Kill_Enemy_Buildings_By_Team(0)

Is much better, if your server is setup for it.
