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Subject: Re: Timer\_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 13:58:12 GMT

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RoShamBo wrote on Wed, 11 February 2009 14:13

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)
    {
        //rest of code
    }
}
```

Yea the problem of this is that after the Timer\_Start i use receive info of the user that entered the zone. Can i call this in this part like this than??:

```
void MyScript::Timer_Expired(GameObject *obj, GameObject *enter, int number)
{
    if(number == Get_Int_Parameter("TimerNumber"))
    {
        playerid = Get_ID(enter)
        //rest of code
    }
}
```

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