
Subject: Re: Timer_Expired

Posted by [Omar007](#) on Wed, 11 Feb 2009 16:33:43 GMT

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Part of my Enter script:

Toggle Spoiler

```
void O_Conquest::Entered(GameObject *obj, GameObject *enter)
{
    if (teamid == 0 || teamid == 1)
    {
        char pick[256];
        const char *c = Get_Player_Name(enter);
        sprintf(pick,"msg %s Is contesting a zone!",c);
        delete[] c;

        Console_Input(pick);
    }
    else if (Commands->Get_Player_Type(enter) == 0)
    {
        if (currentcontrol == 0)
        {
            char pick[256];
            const char *c = Get_Player_Name(enter);
            sprintf(pick,"ppage %s This zone is already under NOD's Control",c);
            delete[] c;

            Console_Input(pick);
        }
        else if (currentcontrol == 1)
        {
            playerid = Commands->Get_ID(enter);
            givepoints = false;
            teamid = Commands->Get_Player_Type(enter); // Get the id of the team that entered the zone
            Commands->Start_Timer(obj,this,Get_Float_Parameter("Time_Before_Takeover[secs]"),Get_In
t_Parameter("TimerNumber"));
            givepoints = true;
            currentcontrol = Commands->Get_Player_Type(enter);
            nod++;
            gdi--;

            char pick[256];
            const char *c = Get_Player_Name(enter);
            sprintf(pick,"msg %s has taken over a zone for NOD!",c);
            delete[] c;

            Console_Input(pick);
        }
    }
}
```

```

else
{
    playerid = Commands->Get_ID(enter);
    givepoints = false;
    teamid = Commands->Get_Player_Type(enter); // Get the id of the team that entered the zone
    Commands->Start_Timer(obj,this,Get_Float_Parameter("Time_Before_Takeover[secs]"),Get_Int_Parameter("TimerNumber"));
    givepoints = true;
    currentcontrol = Commands->Get_Player_Type(enter);
    nod++;

    char pick[256];
    const char *c = Get_Player_Name(enter);
    sprintf(pick,"msg %s has taken over a zone for NOD!",c);
    delete[] c;

    Console_Input(pick);
}
}

```

My Timer_Expired part:

Toggle Spoiler

```

void O_Conquest::Timer_Expired(GameObject *obj, int number)
{
    if (nod == Get_Int_Parameter("Number_Of_Zones"))
    {
        Console_Input("win 0");
    }
    else if (gdi == Get_Int_Parameter("Number_Of_Zones"))
    {
        Console_Input("win 1");
    }
    else
    {
        if (number == 776600)
        {
            Commands->Start_Timer(obj,this,01.00,776600);
            if (givepoints)
            {
                Commands->Give_Points(Commands->Find_Object(playerid),Get_Float_Parameter("Points_Per_Sec"),1);
            }
        }
    }
}
}
}
}

```

This is now.

EDIT: Kill_All_Building_By_Team is no option when it is a map without buildings... (duhu) Anyone who could tell me an alternative for ConsoleInput so it will also work when not running a dedicated server??

EDIT2: Sorry if some things are really n00bish. This is my first script
