Subject: Re: Timer_Expired Posted by danpaul88 on Thu, 12 Feb 2009 17:40:58 GMT View Forum Message <> Reply to Message

Just use the Custom system instead, make it send a custom to itself with an x second delay and put the players ID as the parameter to the custom. Easy.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums