
Subject: Re: Making a buildup with Timers and Set_Position?
Posted by [mrÃÃz](#) on Thu, 02 Apr 2009 18:31:05 GMT
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I think i did send my BuildUp code to wittebolx a while ago, ask him

or try this

```
void NodCYTimer::Timer_Expired(GameObject *obj, int number) {
    Vector3 position;
    position = Commands->Get_Position(obj);
    if (number == 1){
        position.Z += 1.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 2){
        position.Z += 2.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 3){
        position.Z += 3.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 4){
        position.Z += 4.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 5){
        position.Z += 5.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 6){
        position.Z += 6.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 7){
        position.Z += 7.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 8){
        position.Z += 8.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 9){
        position.Z += 9.0f;
        Commands->Set_Position(obj,position);
    }
    if (number == 10){
```

```
position.Z += 10.0f;
Commands->Set_Position(obj,position);
}
if (number == 11){
position.Z += 11.0f;
Commands->Set_Position(obj,position);
}
if (number == 12){
position.Z += 12.0f;
Commands->Set_Position(obj,position);
Console_Input("snd m00bgwf_dsgn0004i1evag_snd.wav");
}
}
```
