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Subject: Re: How to Turn the Ped on after a specific time

Posted by [zunnie](#) on Sat, 07 May 2011 13:20:51 GMT

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why not add a scriptzone on top of the beaconzone that will take away a players Ion/Nuke beacon if he has one, and gives it back when he exits the zone again...

Then they cannot place it :V

Then after 20mins you destroy the zone that does that...

something like this but im not sure how this will handle when there are more than 1 person on the ped, probly not too well... lol

```
void z_Prevent_Ped_Beacons_Time::Created(GameObject *obj)
{
    currentguy = 0;
    ion = false;
    nuke = false;
    time = Get_Float_Parameter("Time_Seconds");
    Commands->Start_Timer(obj,this,time,1003943);
}
void z_Prevent_Ped_Beacons_Time::Entered(GameObject *obj, GameObject *enter)
{
    if (!currentguy)
    {
        currentguy = enter;
        if (Has_Weapon(enter,"CnC_Weapon_IonCannonBeacon_Player"))
        {
            ion = true;
            Remove_Weapon(enter,"CnC_Weapon_IonCannonBeacon_Player");
        }
        if (Has_Weapon(enter,"CnC_Weapon_NukeBeacon_Player"))
        {
            nuke = true;
            Remove_Weapon(enter,"CnC_Weapon_NukeBeacon_Player");
        }
    }
}
void z_Prevent_Ped_Beacons_Time::Exited(GameObject *obj, GameObject *exit)
{
    if (currentguy)
    {
        if (ion)
        {
            Commands->Give_Powerup(exit,"CnC_POW_IonCannonBeacon_Player",false);
        }
    }
}
```

```

if (nuke)
{
    Commands->Give_Powerup(exit,"CnC_POW_Nuclear_Missile_Beacon",false);
}
currentguy = 0;
ion = false;
nuke = false;
}
else
{
    currentguy = 0;
    ion = false;
    nuke = false;
}
}
void z_Prevent_Ped_Beacons_Time::Timer_Expired(GameObject *obj, int number)
{
    if (number == 1003943)
    {
        Destroy_Script();
    }
}

void z_Prevent_Ped_Beacons_Time::Register_Auto_Save_Variables()
{
    Auto_Save_Variable(1,5,&ion);
    Auto_Save_Variable(1,5,&nuke);
    Auto_Save_Variable(1,5,&time);
    Auto_Save_Variable(1,5,&currentguy);
}
ScriptRegistrant<z_Prevent_Ped_Beacons_Time>
z_Prevent_Ped_Beacons_Time_Registrant("z_Prevent_Ped_Beacons_Time","Time_Seconds=60
0000:float");

class z_Prevent_Ped_Beacons_Time : public ScriptImpClass {
void Entered(GameObject *obj, GameObject *enter);
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj, int number);
void Exited(GameObject *obj, GameObject *exit);
void Register_Auto_Save_Variables();
GameObject *currentguy;
float time;
bool ion;
bool nuke;
};

```

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