Subject: Re: How to Turn the Ped on after a specific time
Posted by Jerad2142 on Wed, 10 Aug 2011 20:50:35 GMT
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Think I just said something about fds crashing if you didn't make sure your not removing the weapon their currently holding... and something about my above version being able to handle multiple people at once and returning weapons on turn off.

Otherwise you have the right idea (timer expired is just a bit more resource intensive). But you can't use number like that, I'll explain more later, have to go now.