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

Posted by [iRANian](#) on Wed, 10 Aug 2011 20:57:40 GMT

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My version handles multiple people and doesn't crash the FDS, JonWil's scripts uses timer numbers like that too. Your version will also give people free beacons if they enter the zone when their beacon "bullet count" is zero.

EDIT: Yeah, you're right. I didn't think about trying it that way. Gonna see if your function prevents that crash.

EDIT2: Nvm, the crash is something else that I resolved. What I have now is:

```
void Iran_Beaconing_Prevention_Zone::Entered(GameObject *obj,GameObject *enter)
{
    Commands->Start_Timer(obj,this,0.1,Commands->Get_ID(enter));
}

void Iran_Beaconing_Prevention_Zone::Timer_Expired(GameObject *obj,int number)
{
    GameObject* checkplayerobj = Commands->Find_Object(number);
    if ( !IsInsideZone(obj,checkplayerobj))
    {
        //if (Has_Weapon(checkplayerobj, "CnC_Weapon_NukeBeacon_Player"))
        if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_NukeBeacon_Player"))
        {
            const char* currentweapon = Get_Current_Weapon(checkplayerobj);
            if (strcmp(currentweapon, "CnC_Weapon_NukeBeacon_Player") == 0 &&
                Get_Current_Bullets(checkplayerobj) > 0)
            {
                Remove_Weapon(checkplayerobj,"CnC_Weapon_NukeBeacon_Player");
                Grant_Powerup(checkplayerobj,"CnC_POW_Nuclear_Missile_Beacon");
            }
            Commands->Start_Timer(obj,this,0.1,number);
        }
        else if (Get_Total_Bullets(checkplayerobj, "CnC_Weapon_IonCannonBeacon_Player"))
        //else if (Has_Weapon(checkplayerobj, "CnC_Weapon_IonCannonBeacon_Player"))
        {
            const char* currentweapon = Get_Current_Weapon(checkplayerobj);
            if(strcmp(currentweapon,"CnC_Weapon_IonCannonBeacon_Player") == 0 &&
                Get_Current_Bullets(checkplayerobj) > 0)
            {
                Remove_Weapon(checkplayerobj,"CnC_Weapon_IonCannonBeacon_Player");
                Grant_Powerup(checkplayerobj,"CnC_POW_IonCannonBeacon_Player");
            }
            Commands->Start_Timer(obj,this,0.1,number);
        }
    }
}
```

}  
}  
}