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

Posted by [iRANian](#) on Thu, 11 Aug 2011 13:45:44 GMT

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It's impossible to crash the FDS or set off multiple timers when the time runs every 0.1 seconds but okay. My script checks if the guy has the beacons before doing anything so it can't crash when they don't have any weapons, unless there's an issue with `Get_Total_Bullets()`.

The deactivating is easy to add with a second script that destroys the zone object after an hour, or by using 1 as the timer number number and in `::Timer_Expired()` do a check if the number is 1 else do the code I shown, when the timer is 1 use `Destroy_Script()`.

How does the script zone logic handle people dying while inside them, does it trigger `::Exited()` and if it does, it trigger it before or after respawning?

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