Subject: Re: How to Turn the Ped on after a specific time
Posted by iRANian on Thu, 11 Aug 2011 18:24:05 GMT
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With the Get_Total_Bullets() check I don't restart the timer if the guy if the guy doesn't have any of the beacons, or if the ammo count for it is zero.

The reason the timer repeats every 0.1 secs is because the FDS crashes when the beacon is being deployed while you remove it, I'll take a look if your Select_Weapon() method works with a timer that repeats every 1, 2 or 3 seconds, which'll mean that the performance penalty is greatly reduced.

Most standard libraries implements stricmp() as doing upper-casing for both string and then applying strcmp().