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

Posted by [Jerad2142](#) on Fri, 12 Aug 2011 06:23:34 GMT

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iRANian wrote on Thu, 11 August 2011 23:52 Yeah, indeed. I couldn't even imagine it crashing the FDS for some reason, which is why I thought why your switching weapons method crashes the FDS when you put the timer higher, which is NOT the case. That weapon selecting idea works really great and I'm using it for my beaconing prevention script for the server-side map fixes pack I'm working on.

I still recommend finding the beacon zones by name and then moving them up 100, then back down 100 when the timer expires; that way it wouldn't matter if they were placed on the ped until timer expired. However, as long as you have found something that works for you and the people that play on your server that's really all that matters.

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